

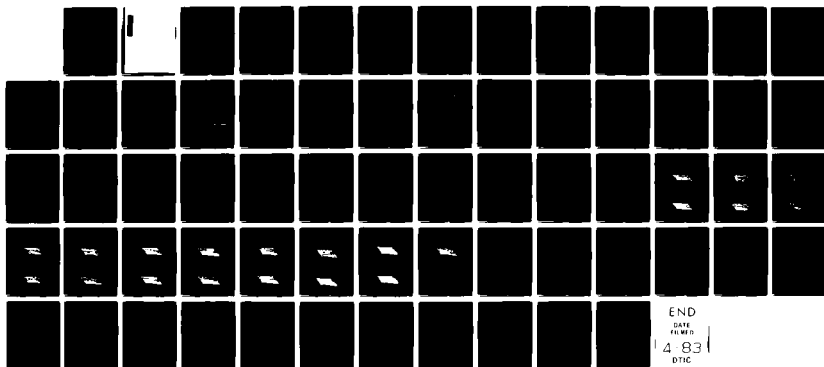
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CONVERSION OF A CYLINDRICALLY CONFINED SURFACE
EXPLOSION INTO A ONE-DIMENSIONAL BLAST WAVE(U) NAVAL
RESEARCH LAB WASHINGTON DC M A FRY ET AL. 24 FEB 83
NRL-MR-5021 F/G 18/3

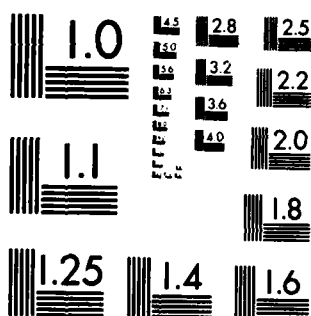
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| 1. REPORT NUMBER | 2. GOVT ACCESSION NO. | 3. RECIPIENT'S CATALOG NUMBER | |
| NRL Memorandum Report 5021 | AD-A125790 | | |
| 4. TITLE (and Subtitle) | | 5. TYPE OF REPORT & PERIOD COVERED | |
| CONVERSION OF A CYLINDRICALLY CONFINED SURFACE EXPLOSION INTO A ONE-DIMENSIONAL BLAST WAVE | | Interim report on a continuing NRL problem. | |
| | | 6. PERFORMING ORG. REPORT NUMBER | |
| 7. AUTHOR(s) | | 8. CONTRACT OR GRANT NUMBER(s) | |
| M. A. Fry* and D. L. Book | | | |
| 9. PERFORMING ORGANIZATION NAME AND ADDRESS | | 10. PROGRAM ELEMENT, PROJECT, TASK AREA & WORK UNIT NUMBERS | |
| Naval Research Laboratory Washington, DC 20375 | | 62715H; 44-0578-03 | |
| 11. CONTROLLING OFFICE NAME AND ADDRESS | | 12. REPORT DATE | |
| Defense Nuclear Agency Washington, DC 20305 | | February 24, 1983 | |
| | | 13. NUMBER OF PAGES | |
| | | 64 | |
| 14. MONITORING AGENCY NAME & ADDRESS (if different from Controlling Office) | | 15. SECURITY CLASS. (of this report) | |
| | | UNCLASSIFIED | |
| | | 15a. DECLASSIFICATION/DOWNGRADING SCHEDULE | |
| 16. DISTRIBUTION STATEMENT (of this Report) | | | |
| Approved for public release; distribution unlimited. | | | |
| 17. DISTRIBUTION STATEMENT (of the abstract entered in Block 20, if different from Report) | | | |
| 18. SUPPLEMENTARY NOTES | | | |
| *Present address: Science Applications, Inc., McLean, VA 22102. This work was supported by the Defense Nuclear Agency under Subtask Y99QAXSG, work unit 00027, and work unit title "Flux-Corrected Transport Code." | | | |
| 19. KEY WORDS (Continue on reverse side if necessary and identify by block number) | | | |
| Blast waves | | Basing modes | |
| Explosion | | Close-spaced basing | |
| Mach reflection | | | |
| Adaptive gridding | | | |
| 20. ABSTRACT (Continue on reverse side if necessary and identify by block number) | | | |
| <p>The NRL Flux-Corrected Transport code FAST2D is used to model the conversion of a cylindrically confined surface explosion into a one-dimensional blast wave. The ideal gasdynamic equations are used, together with a real-air equation of state, to follow the development of an explosion initialized with the 1-kton standard as it reflects from the cylindrical boundary and propagates upward. Multiple shocks develop and the solution quickly (in 1-2 reflection times) approaches the one-dimensional asymptotic state described by the Taylor-Sedov similarity solution.</p> | | | |

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CONVERSION OF A CYLINDRICALLY CONFINED SURFACE EXPLOSION INTO A ONE-DIMENSIONAL BLAST WAVE

I. INTRODUCTION

In connection with the Dense Pack (Close-Spaced Basing) scheme, it has been pointed out by Latter that surface environments following a multiburst attack could be considerably more difficult to survive than those resulting from single bursts. Detonation simultaneously over all the shelters of a closely spaced array surrounds the vicinity of an individual shelter with high pressures, allowing the explosion to vent only in the upward direction. Hence, at least in the interior of the array, extremely high pressures are maintained for longer times, with the result that total impulses applied to ground structures are much greater than for a solitary explosion.

Latter proposed considering the following idealized situation: identical explosions are initiated simultaneously in an infinite regular hexagonal array at (or near) a uniform level plane surface (Fig. 1). Construct a vertical plane transverse to the line connecting every pair of neighboring centers, at the midpoint of the line. By symmetry, the six planes surrounding an explosion represent perfectly reflecting surfaces and together form a hexagonal parallelepiped (a cylinder having hexagonal cross section) with a vertical axis. This in turn can be approximated as a right circular cylinder with the same axis and cross sectional area. A two-dimensional r - z code can be used to solve this idealized problem for surface and air bursts. It is clear, however, that asymptotically the flow becomes one-dimensional, evolving into a shock tube solution. In the limit where this asymptotic state has been

Manuscript approved November 9, 1982.

reached and where many weapon masses of air have been swept over, the one-dimensional form of the Sedov point blast solution should apply. The pressure on the ground as a function of time t is given by

$$p = k \rho_0 \frac{W}{\rho_0 A t}^{2/3}, \quad (1)$$

where ρ_0 is the air density, W is the weapon yield, A is the cylinder area, and k is the function of the adiabatic index γ which is ≤ 1 . This is to be compared with the corresponding result for the case of a spherical free-field expansion, which is of the form

$$p = k' \rho_0 \left(\frac{W}{\rho_0 t^3} \right)^{2/5}. \quad (2)$$

As may be seen, the pressure given by Eq. (1) decreases in time more slowly than that of Eq. (2). Although the idea behind this so-called "bomb-in-a-can" model is simple and transparent, it leaves several important questions unanswered. First, how long (how many shock reflections) does it take to reach the asymptotic state, i.e., when does Eq. (1) become a good approximation? Second, to what extent is the prediction (1) dependent on idealizations of the model, e.g., perfect symmetry, perfect simultaneity, neglect of scouring and entraining of dust, etc? Finally, what are the long-term tactical consequences in this model of a multiburst scenario--specifically, what can be said about the shape of the plume produced, how much dust is raised up and where does it go, what sort of turbulence is established and what are the consequences for radar transmission, etc?

In this report we describe a calculation which was carried out to investigate the first question, regarding the approach to the one-dimensional solution. We have used a version of the DNA one kiloton (1-kton) standard to

initialize a surface burst equivalent to 18 scaled megatons (Mton) in a cylinder of radius 900 feet. We find that the flow is close to one-dimensional after ~20 ms (the time required for the blast to reflect from the cylindrical wall and return to the origin, considerably less than might have been expected.

In the following section we describe in detail the calculations and the results obtained, and conclude with a brief discussion of what we intend to do in follow-on work.

2. TWO DIMENSIONAL CALCULATION

The development of the explosion can be viewed in terms of four stages. These are (1) the spherical free-field expansion prior to reflection at the outer boundary; (2) multiple distinct reflections off both boundaries, during which the transition to one-dimensional flow takes place; (3) approximately one dimensional expansion after reflecting gas-dynamic discontinuities are no longer discernible; (4) a gradual transition to three-dimensional flow as the finite extent of the array communicates itself to the interior. Stage (1) is not contained in our model; since the weapon mass greatly exceeds the mass of air contained within the initial explosion radius, the nature of the weapon and its constituents ought to be important in this stage, but no attempt has been made to improve on the realism of the 1-kton standard. Likewise, stage (4) is absent from the model (but see remarks in our concluding section below). Instead, we attempted to model stages (2) and (3).

The calculation was performed with 100 zones, each 10.2 cm in width in the radial direction, and 100 zones in the axial direction, 90 of which were 20.4 cm in length and the final 10 of which geometrically increased by increments of 11% (Fig. 2a). The final grid size was 10.2 m by 22.4 m. An equivalent 18 Mton surface burst was achieved by inserting values of density, energy, and momentum scaled from the 1 kton standard. Since values of the 1 kton standard were only available from 10 meters (an 18 Mton surface burst scales to about eight meters after we double the yield to account for surface reflection), we created initial profiles by increasing the density, internal energy, and momentum by a factor of 1.4. As a result the initial energy was

3.1×10^{19} ergs and the mass was 8.2×10^6 g, deposited into a hemisphere of 10 m radius. The effect of this scaling was to simulate the initiation of an event with the appropriate yield and weapon mass, but with profiles (as a function of distance from the burst site) which were not correct in detail. During the early phases of the problem they must give rise to discrepant behavior, but at later times this presumably becomes insignificant.

The numerical simulation was performed using the NRL FAST2D code which utilizes the latest version of Flux Corrected Transport (FCT). The code was essentially the same configuration used previously for 104-ft and 50-ft 1-kton HOB calculations. A reflection condition was imposed on the left and bottom boundaries, as before, and on the right-hand boundary as well. In addition to the diagnostics employed previously, we introduced several devised specifically for this problem.

Figure 2b shows plots of the initial profiles of the mass density, velocity, pressure and energy density. Note that all of these variables achieve their maxima at the leading shock. To convert these profiles into their counterparts for the 18 Mton case, it is necessary to dilate by a factor of $(900 \text{ ft}/10 \text{ m})^{1/3} = 27.4$. Likewise, the time scale has to be expanded by the same factor.

The reflection of this initial blast wave from the outer radius of the can and the subsequent evolution of the system are depicted in Fig. 3. This shows pressure contours and velocity vectors plotted at intervals of 100 cycles (approximately 30-50 μ s). Although the time intervals vary because of the changing time step, these plots are in a sense equally separated in terms of the "total change" in the system, because when flow and sound speeds are

large the timestep decreases, and vice versa. Note how rapidly the reflected shock propagates to the left; almost invisible at cycle 201, it is nearly halfway across the mesh at cycle 301. It travels upward almost as rapidly, reaching an altitude of 10 m by cycle 601. By cycle 801 it appears to have overtaken the primary shock wave, which is considerably distorted after cycle 1501. On the right hand boundary the reflection, which is initially regular, gradually converts to Mach reflection. This development is of course analogous to the transition to Mach reflection observed in the HOB case³. It is hard to see exactly when transition occurs, but a Mach stem is clearly visible in the pressure plots at cycle (40) and thereafter. If we examine Carpenter's results regarding the boundary between regular and Mach reflection in real air at Mach numbers $M \geq 10$, we see that the angle at which transition occurs depends on M only weakly and is approximately equal to 45° . The Mach stem ought thus to have first formed around cycle 701 to 801, but the region of reflection is not sufficiently well resolved to show it.

In Fig. 4 another view of the same time sequence is shown. These surface pressure plots are particularly well suited for showing shock and rarefaction waves propagating through the system. Since the pressures are interpolated onto a regular mesh before plotting, peak values are lowered by as much as a factor of two. This reduces contrast somewhat and makes some features appear to move up and down erratically in time, but the overall morphology is very clear. We see, for example, how the shock reflected radially from the origin appears to run out of gas at about cycle 901, while a train of waves reverberates down from the top. One of these finally reaches the radially-propagated ground shock at about cycle 1801 and begins to push it along. Throughout this time the pressures in the lower right corner of the system

remain low. Meanwhile, the shock front rising toward the top of the system, which is madly churning around at cycle 1201, becomes smoother as shocks propagate back down from it.

Figure 5 shows the pressure recorded at a series of sensors located across the bottom of the can, ranging from the burst center (a) to the outer edge (l). Note that, although the initial profiles have a sharp (one-zone) discontinuity at the leading edge, the pressure peak at sensor l takes about 70 μ s to build up to the maximum. This is about a hundred times as long as it takes the shock to propagate across one zone. It is, however, not out of line with the time required for the air behind the shock (velocity 1.5×10^6 cm/s) to cross a zone, about 7 μ s. The density (and other fluid variables) can build up to their post-reflection values when the air from $(\gamma+1)/(\gamma-1) \approx 10$ cells has been compressed into the cell closest to the wall.

Using Carpenter's⁴ reflection factors for normally incident shocks, we calculate that the free-field pressure, initially 3.5 kbar, should reflect up to about 40 kbar, which is to be compared with the value of 25 kbar we actually obtained. If we look at sensors closer to the burst site, we see that the pressure peaks get continuously sharper, finally turning into an almost discontinuous spike at the origin, as the imploding shock attempts to develop into a singularity.

The information in these pressure histories is capsulized in Fig. 6, which shows the maximum pressure recorded during the course of the calculation as a function of sensor location. Note that the peak at $r = 0$ is nearly as high as that at the periphery, in contrast with results reported by Pyatt⁵. This may be attributable to the lower resolution he used, or to the greater numerical dissipation in the HULL code. Only one peak was detected at each

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sensor location. Our calculation was run for less than 1 ms, or (scaled to 18 Mton) rather less than the 30 ms Pyatt required to see a second peak at the periphery when the re-reflected shock impinges there; the two calculations are thus not inconsistent in this regard.

The approach to one-dimensional motion may be inferred from the contour plots of Fig. 4, where it is seen that the leading edge of the upward-propagating blast wave becomes more and more horizontal, and from the velocity vector plots of Fig. 3, which show that the flow becomes increasingly vertical and that velocities well behind the upper front tend to die away. A more quantitative comparison is possible if we compute the average pressure on the bottom,

$$\bar{p} = \frac{2\pi \int_0^R p(r,0) r dr}{2\pi \int_0^R r dr} \quad (3)$$

as a function of time. The result is shown as the solid line in Fig. 7. For comparison, formula (1) has been added (broken line), using yield $W = 1.4$ kton and area $A = 100\pi \text{ m}^2$, with $\gamma = 1.2$. The agreement between the two is striking, particularly since we expect to observe it only asymptotically. It is clear that the one-dimensional approximation becomes valid very early, probably because the reverberating shocks behind the leading front of the blast propagate so rapidly in the hot medium.

3. CONCLUSIONS

We have successfully modelled the "bomb-in-a can" using FAST2D, a general-purpose code which required no special modification for this problem.

Although we only ran the calculation out to an altitude of about 20 m (twice the system radius), the sliding grid (continuous adaptive rezone) capability of FAST2D allows us to continue the run as long as desired by stretching the mesh in the vertical direction.

Our results show that the asymptotic one-dimensional state is approached very rapidly, apparently because the multiply reflected shocks propagate much faster than the original blast wave. Two or three reflections across the radius of the system effectively equilibrate the flow and relax it to a state of vertical expansion. The simulation reveals a complex pattern of reverberations, with reflection occurring off all the boundaries and regions where conditions are highly nonuniform.

A number of modifications are required to make these results applicable to an actual tactical situation. Perhaps the most important is the inclusion of dust scoured up from the ground and entrained in the wind fields following the blast. A realistic description would require not only that the dust mass load the air, but that air and dust be permitted to exchange momentum and energy. The bottom boundary conditions should also be changed to model the energy that goes into cratering and scouring.

If the calculation is to be continued to late times, atmospheric stratification should be included. The effects of water vapor and turbulence

should also be modelled. Also, venting of the explosion in the horizontal direction (in the case of an RV exploding near the edge of a finite-sized array of shelters, or for an explosion in the interior of the array which has begun to feel the pressure in the outer explosions drop as they vent outward) can be modelled by having the radius R increase as a function of height. Of course, airblast situations in which the explosion originates above the ground can also be investigated (in which case Mach stems could appear on the ground as well as the sides of the system).

Although some of these extensions require nontrivial code modifications, there is no reason in principle why the present results could not be augmented and refined greatly by additional calculations.

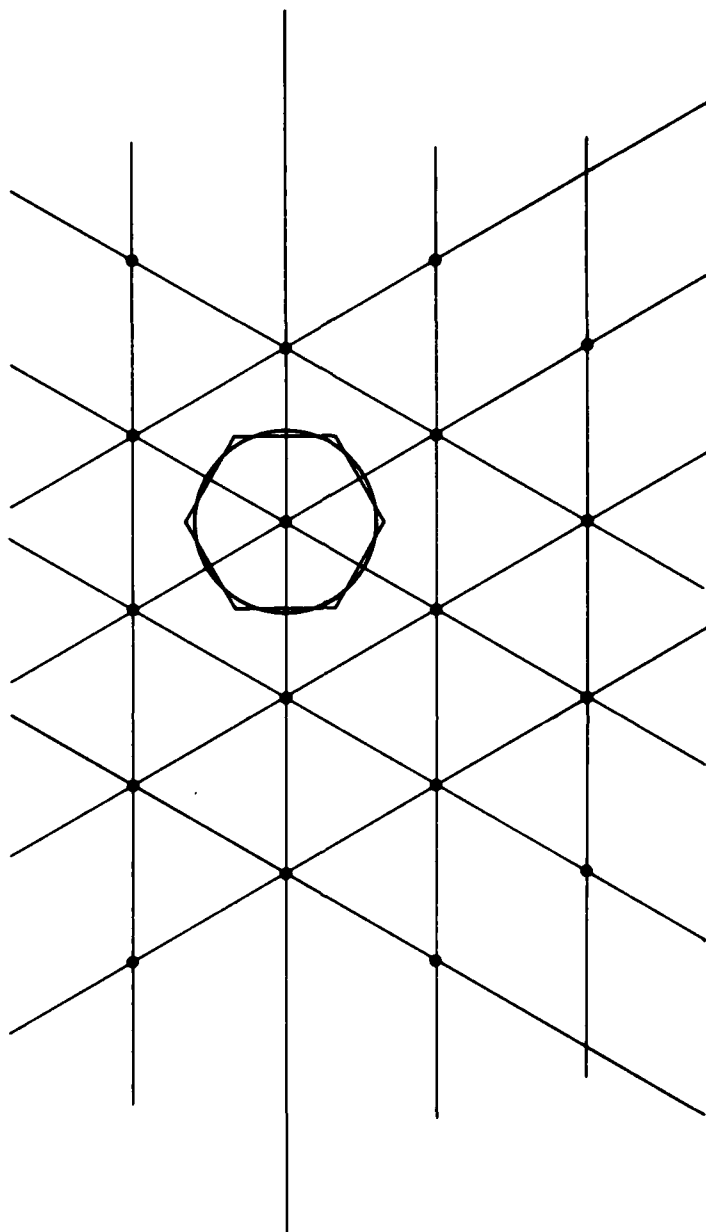


Fig. 1 — Schematic of unbounded hexagonal array of shelters with 1800 ft separations on a perfectly reflecting plane. Shown is the cross section of the hexagonal parallelepiped formed by the planes bisecting the lines connecting a given shelter with its six nearest neighbors (reflection planes), along with the coaxial cylinder having the same cross sectional area.

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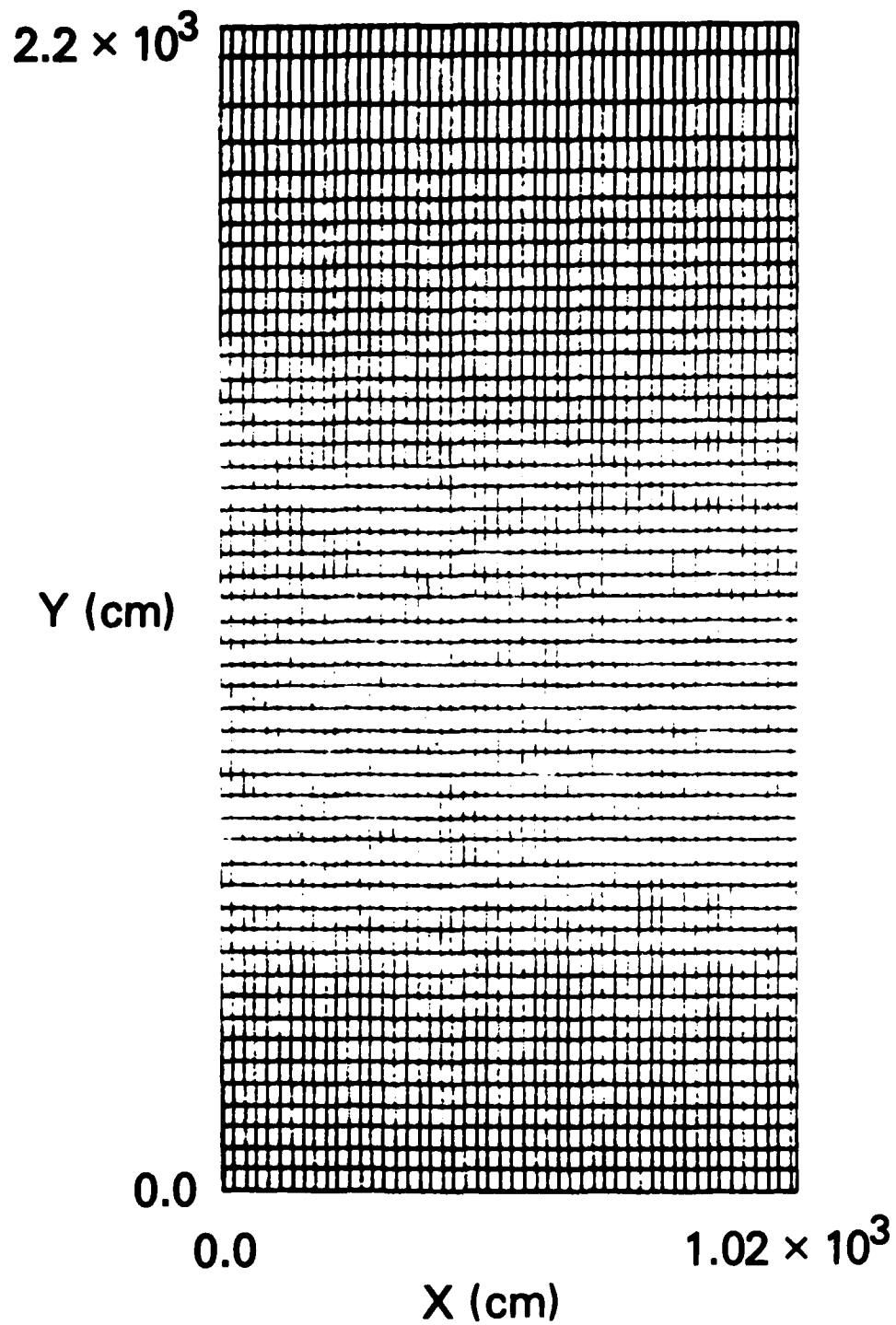


Fig. 2(a) — Mesh used in the calculation. Zones are of equal width in the radial direction, but are stretched vertically near the top of the mesh.

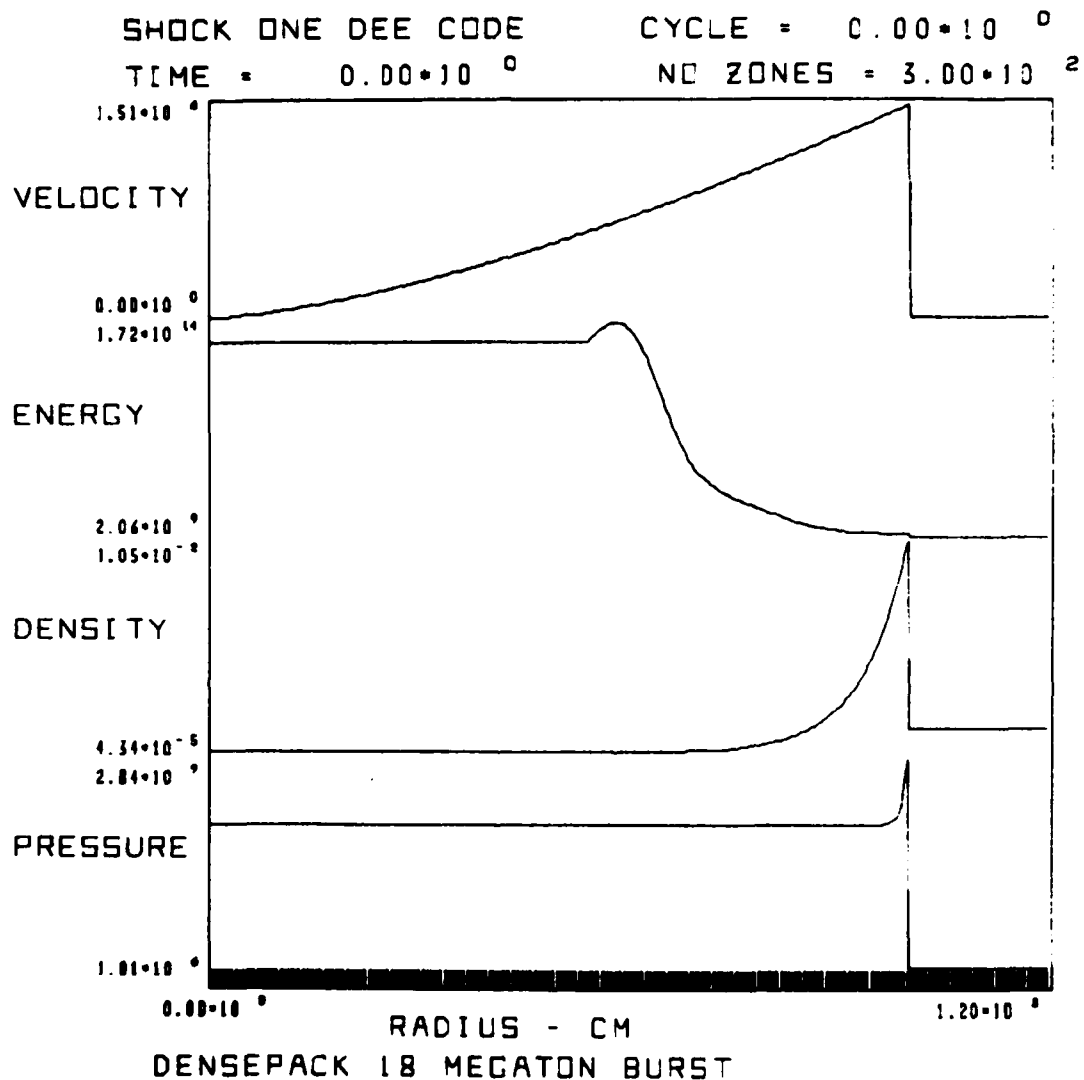
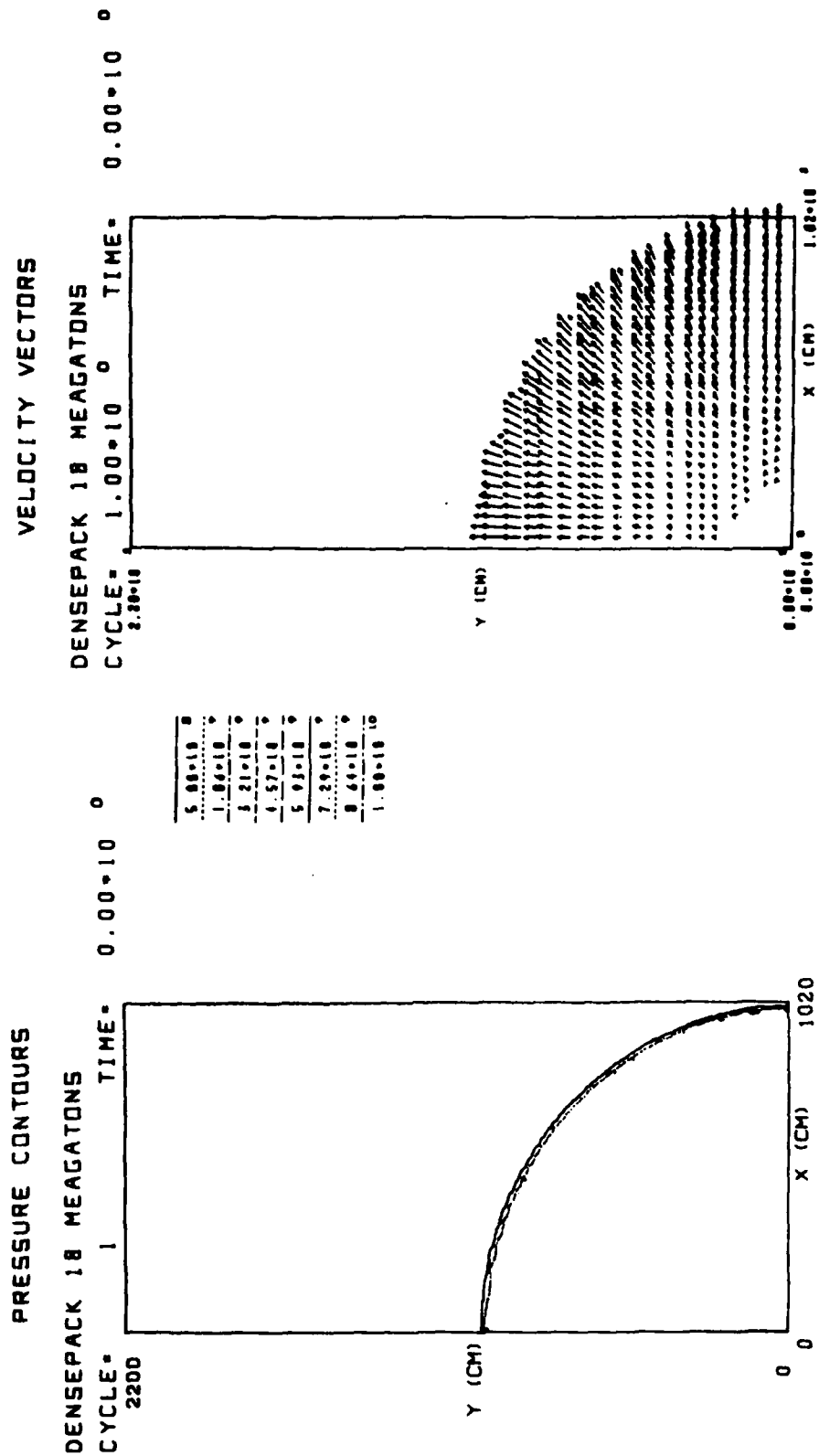


Fig. 2(b) — Profiles used to initialize calculations (modification of the 1-kton standard).
 Velocities are directed radially outward from burst site at origin.



MAX VELOCITY = 1.49*10⁻⁶

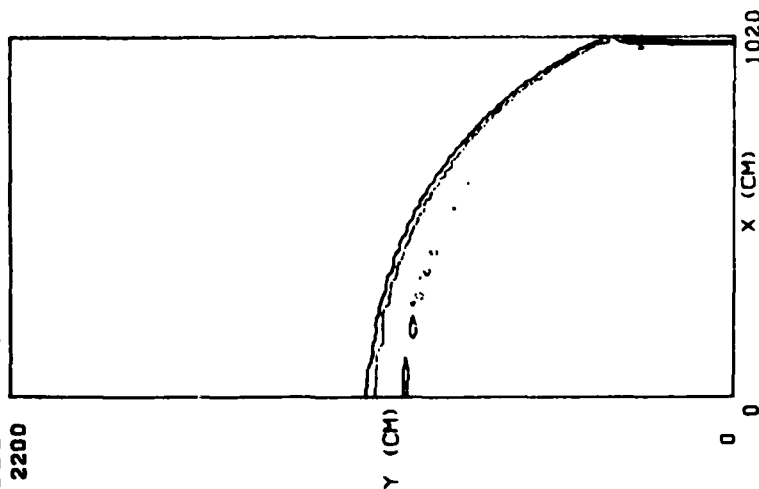
Fig. 3a — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE= 101
2200

TIME= $5.77 \cdot 10^{-5}$



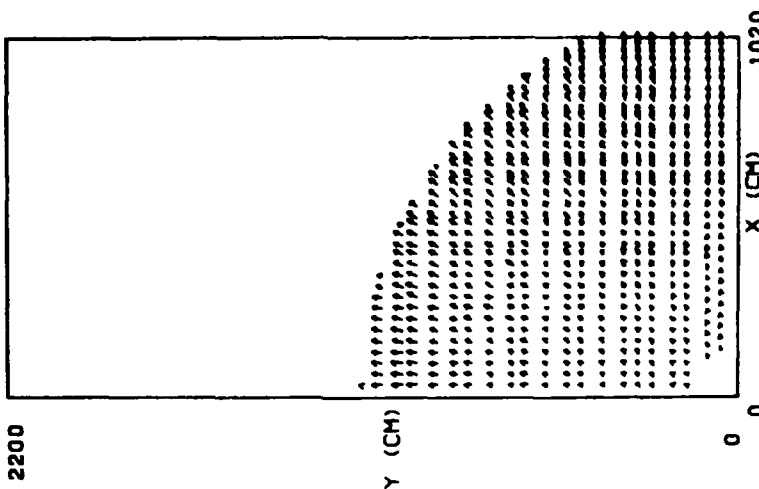
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| 1.00 | 1.0 | 0 |
| 3.21 | 1.0 | 0 |
| 4.57 | 1.0 | 0 |
| 5.93 | 1.0 | 0 |
| 7.29 | 1.0 | 0 |
| 8.65 | 1.0 | 0 |
| 1.00 | 1.0 | 10 |

VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE= 101
2200

TIME= $5.77 \cdot 10^{-5}$



MAX VELOCITY = $2.95 \cdot 10^4$

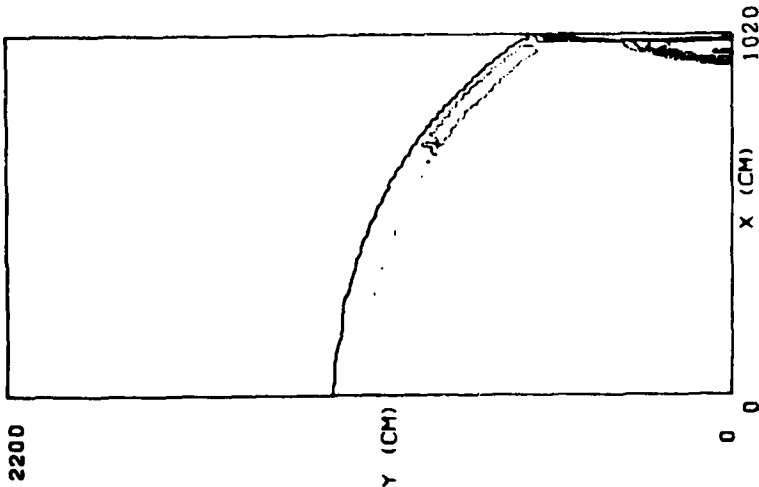
Fig. 3b — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE= 201

TIME= $1.21 \cdot 10^{-4}$



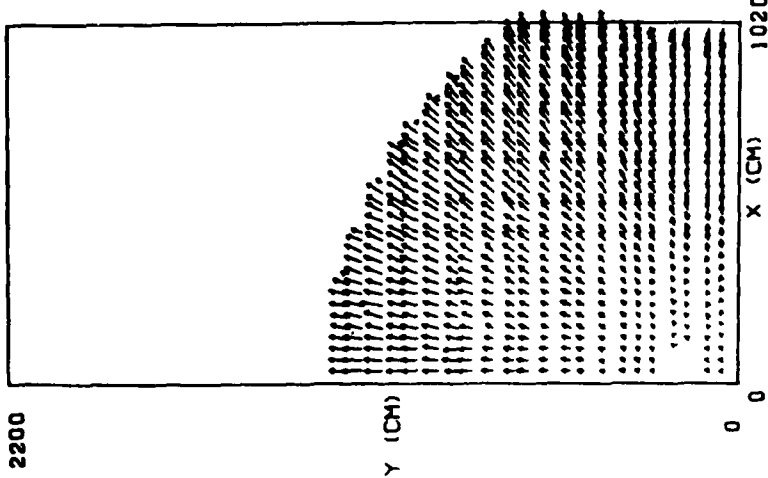
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|-------------------------|
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| 1.86 • 10 ⁻⁴ |
| 3.21 • 10 ⁻⁴ |
| 4.57 • 10 ⁻⁴ |
| 5.93 • 10 ⁻⁴ |
| 7.29 • 10 ⁻⁴ |
| 8.64 • 10 ⁻⁴ |
| 1.00 • 10 ⁻³ |

VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE= 201

TIME= $1.21 \cdot 10^{-4}$



MAX VELOCITY = $1.62 \cdot 10^{-4}$

Fig. 3c — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

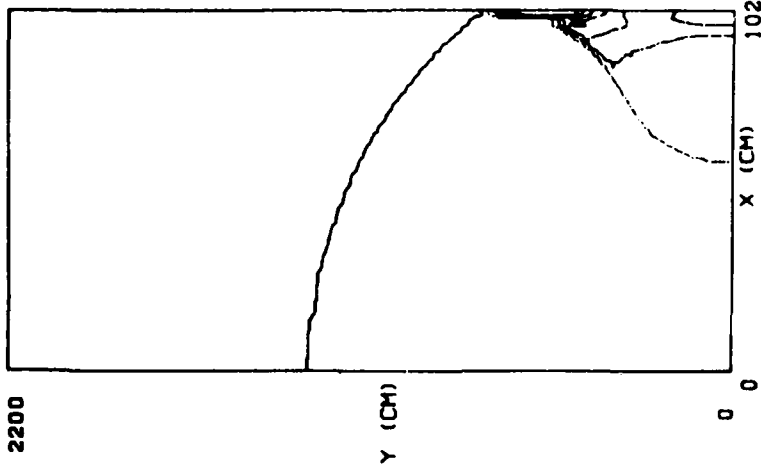
PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE= 301

TIME=

$1.79 \cdot 10^{-4}$



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| 1.86 | 10 | 8 |
| 3.21 | 10 | 8 |
| 4.57 | 10 | 8 |
| 5.93 | 10 | 8 |
| 7.29 | 10 | 8 |
| 8.65 | 10 | 8 |
| 1.00 | 10 | 10 |

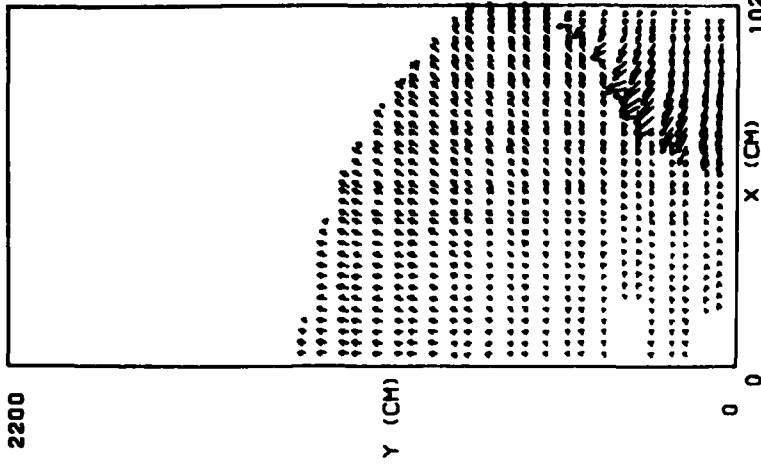
VELOCITY VECTORS

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CYCLE= 301

TIME=

$1.79 \cdot 10^{-4}$



MAX VELOCITY = $3.21 \cdot 10^4$

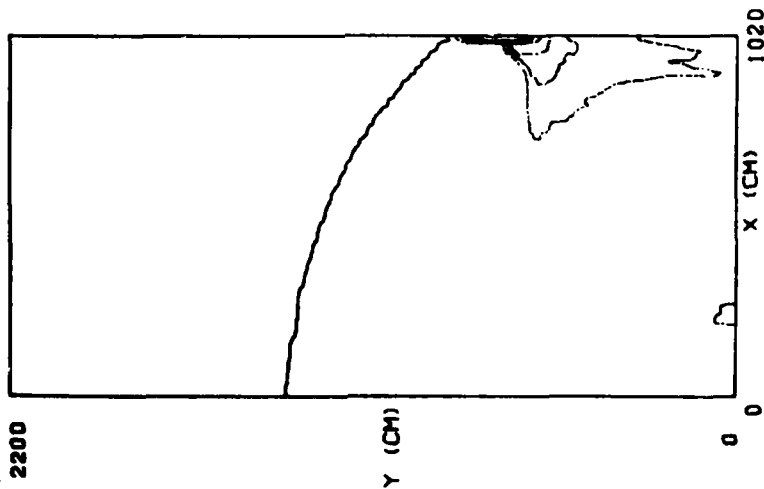
Fig. 3d — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE= 401

TIME= $2.29 \cdot 10^{-4}$



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|---------|---|
| 5.88*10 | 8 |
| 1.8*10 | 7 |
| 3.21*10 | 6 |
| 4.52*10 | 5 |
| 5.93*10 | 4 |
| 7.29*10 | 3 |
| 8.64*10 | 2 |
| 1.00*10 | 1 |

VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE= 401

TIME= $2.29 \cdot 10^{-4}$

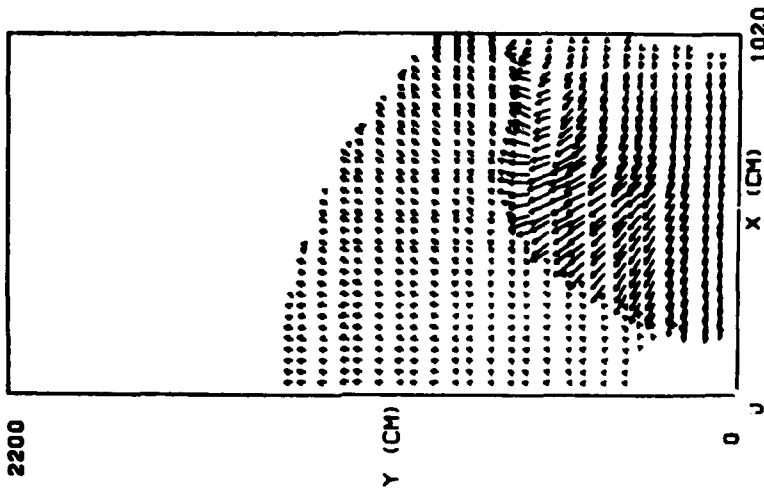


Fig. 3e — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

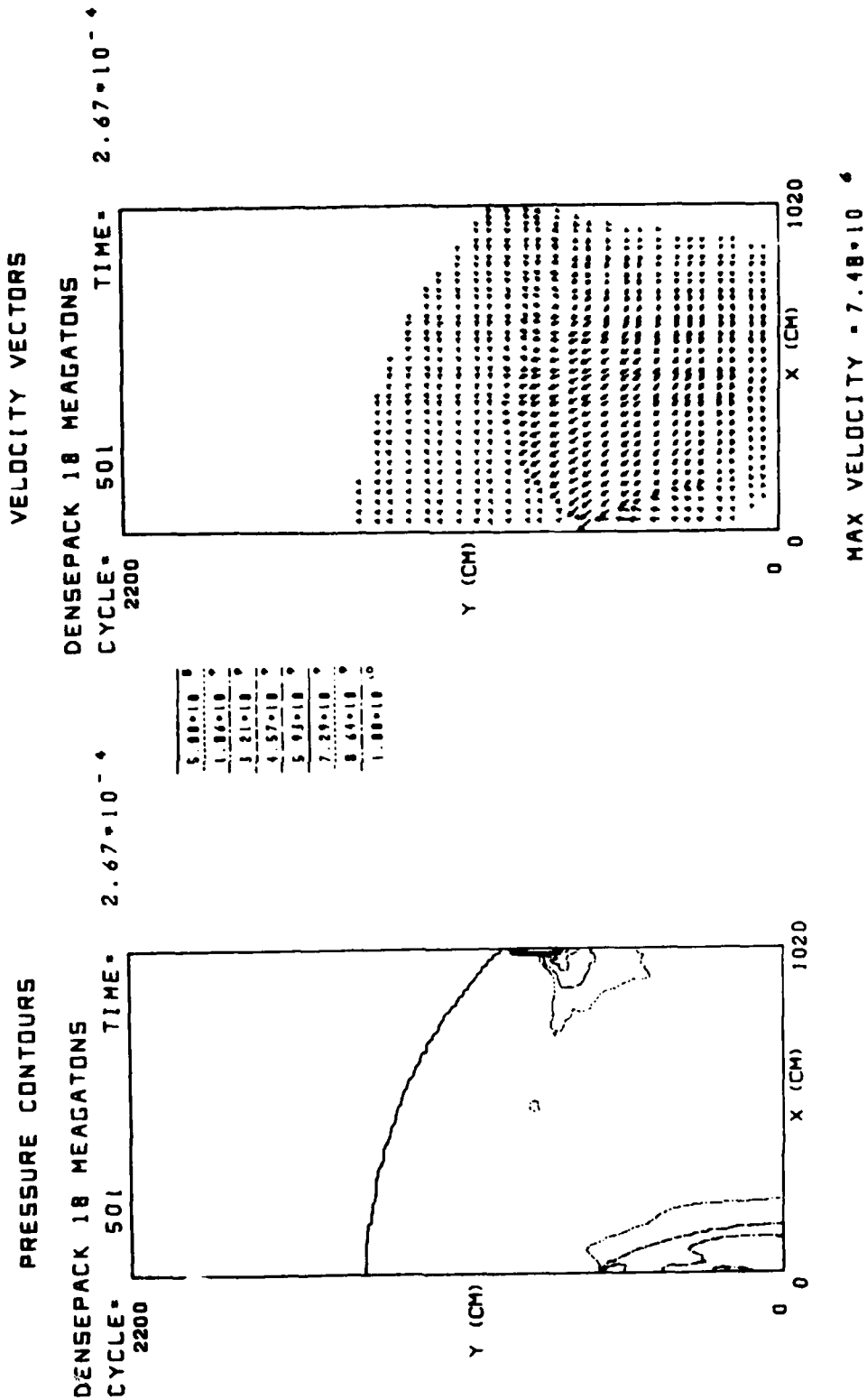


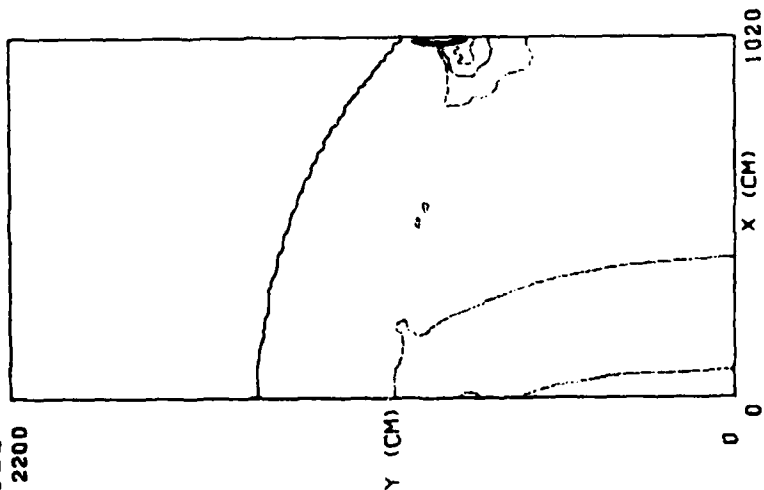
Fig. 3f — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE = 601

TIME = 2.98×10^{-4}



VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE = 601

TIME = 2.98×10^{-4}

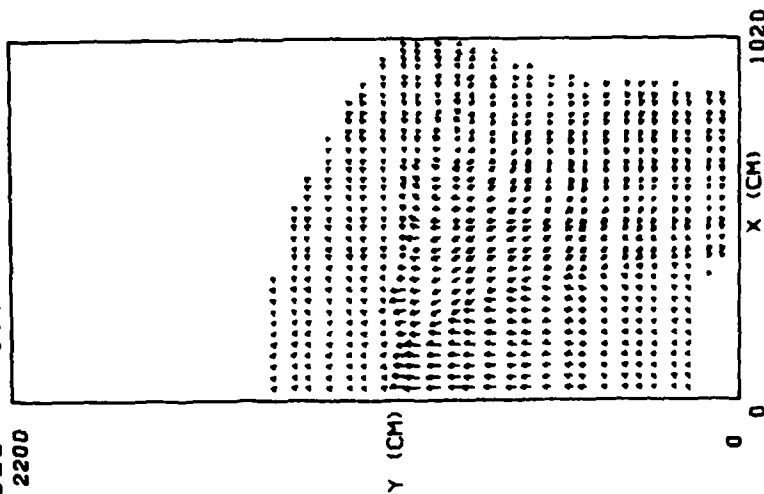


Fig. 3g — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

PRESSURE CONTOURS

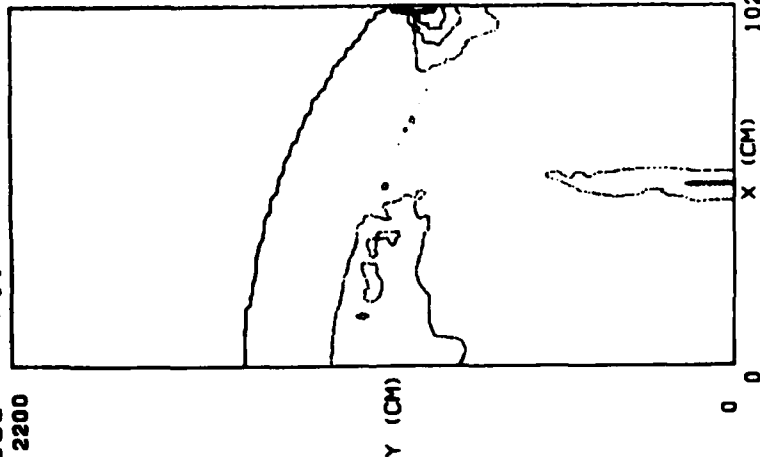
DENSEPACK 18 MEAGATONS

CYCLE= 2200

701

TIME=

3.34×10^{-4}



| | |
|------|-----|
| 5.88 | 1.0 |
| 1.86 | 0.8 |
| 3.21 | 0.6 |
| 4.57 | 0.4 |
| 5.93 | 0.2 |
| 7.29 | 0.1 |
| 8.64 | 0.0 |
| 1.00 | 0.0 |

VELOCITY VECTORS

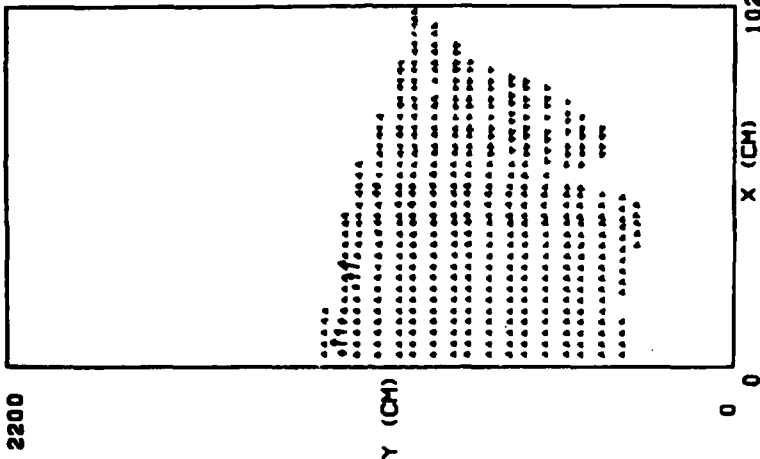
DENSEPACK 18 MEAGATONS

CYCLE= 2200

701

TIME=

3.34×10^{-4}



MAX VELOCITY = 1.45×10^7

Fig. 3h — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

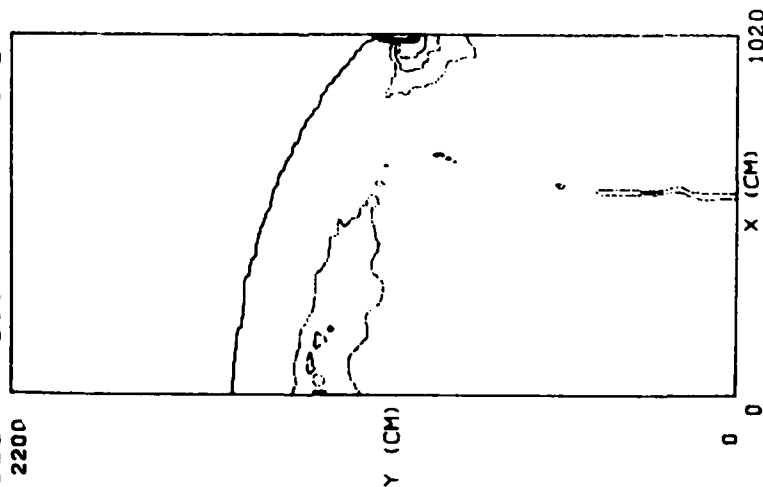
PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE = 801

TIME =

$3.62 \cdot 10^{-4}$



| | | |
|------|----|----|
| 5.00 | 10 | 0 |
| 1.06 | 10 | 0 |
| 3.21 | 10 | 0 |
| 1.57 | 10 | 0 |
| 5.93 | 10 | 0 |
| 7.20 | 10 | 0 |
| 8.64 | 10 | 0 |
| 1.00 | 10 | 10 |

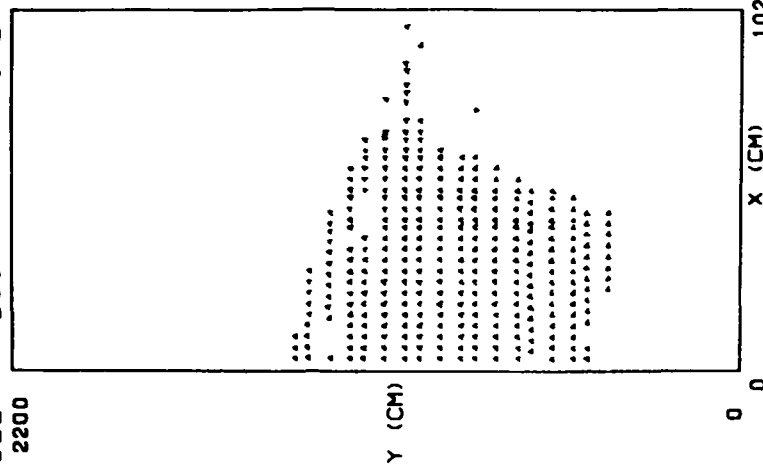
VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE = 801

TIME =

$3.62 \cdot 10^{-4}$



MAX VELOCITY = $1.78 \cdot 10^7$

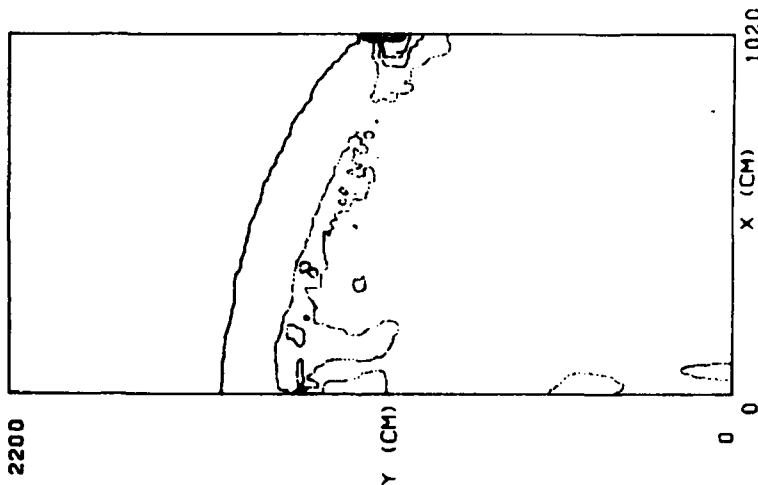
Fig. 3i — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE= 901
2200

TIME= 3.83×10^{-4}



| | | |
|------|----|----|
| 5.00 | 10 | 0 |
| 1.00 | 10 | 0 |
| 1.21 | 10 | 0 |
| 4.57 | 10 | 0 |
| 5.91 | 10 | 0 |
| 7.29 | 10 | 0 |
| 8.64 | 10 | 0 |
| 1.00 | 10 | 10 |

VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE= 901
2200

TIME= 3.83×10^{-4}

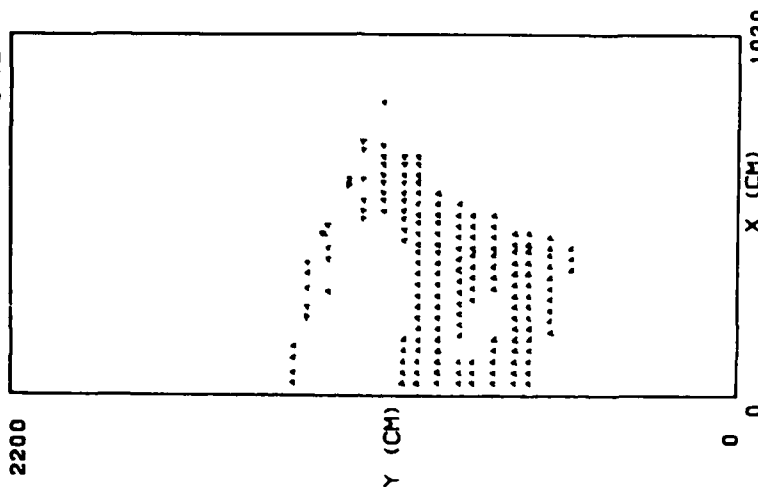
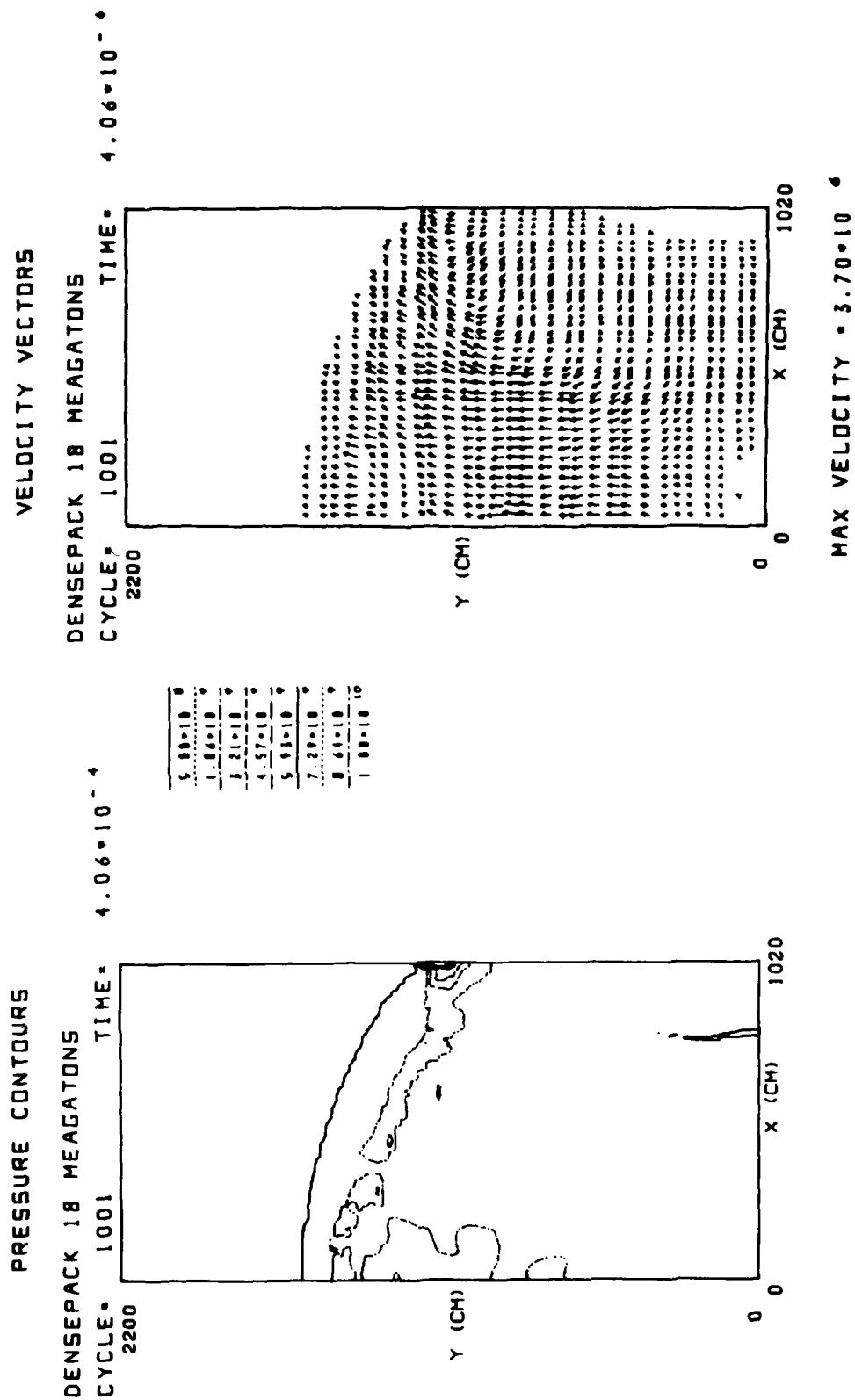


Fig. 3j — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles



PRESSURE CONTOURS

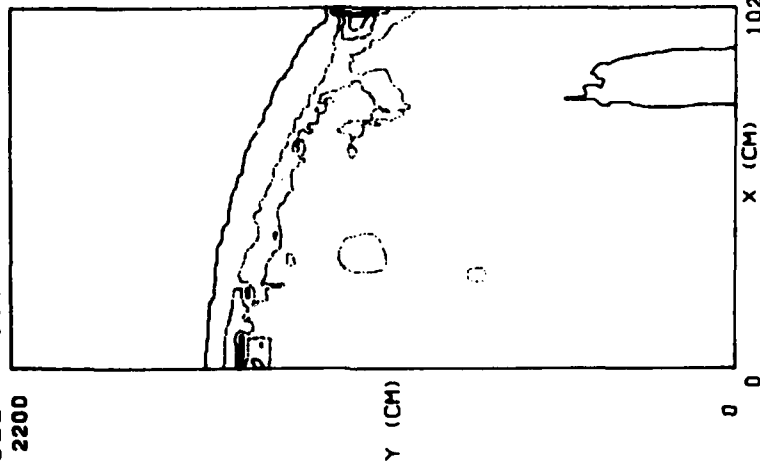
DENSEPACK 18 MEGATONS

CYCLE= 1101

TIME=

$4.39 \cdot 10^{-4}$

2200



| | | |
|------|----|----|
| 5.00 | 10 | 0 |
| 1.00 | 10 | 0 |
| 2.21 | 10 | 0 |
| 4.57 | 10 | 0 |
| 5.91 | 10 | 0 |
| 7.39 | 10 | 0 |
| 8.61 | 10 | 0 |
| 1.00 | 10 | 10 |

VELOCITY VECTORS

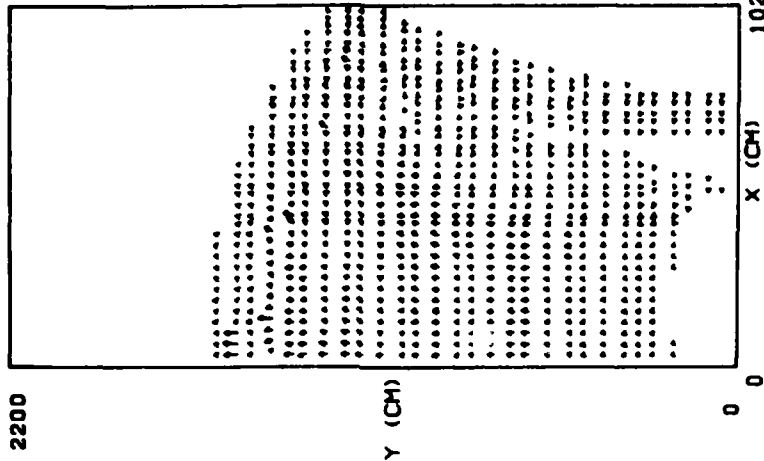
DENSEPACK 18 MEGATONS

CYCLE= 1101

TIME=

$4.39 \cdot 10^{-4}$

2200



MAX VELOCITY = $7.41 \cdot 10^{-4}$

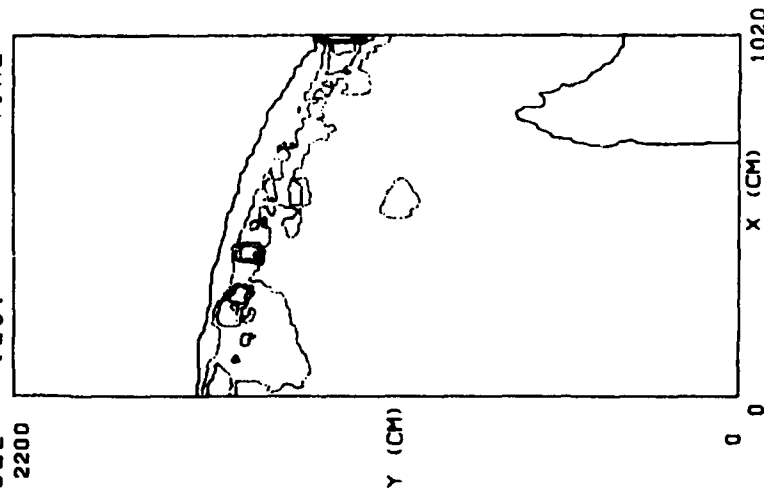
Fig. 31 — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE= 1201

TIME= 4.66×10^{-4}



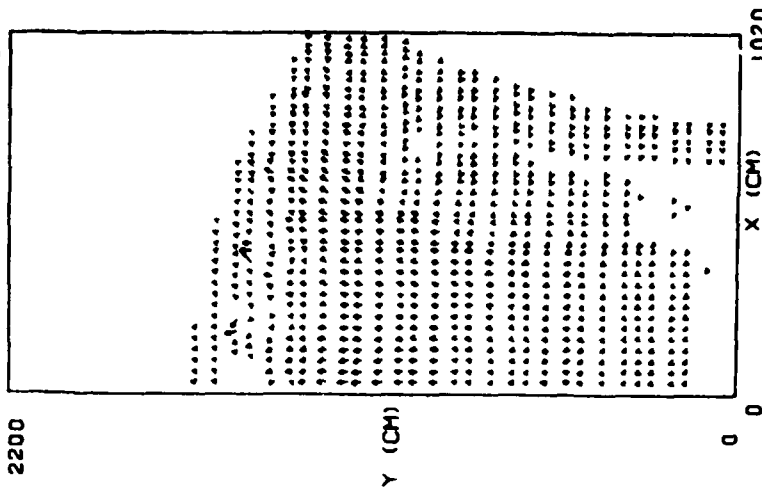
| | |
|----------|---|
| 5.00E+10 | • |
| 1.00E+10 | • |
| 5.00E+09 | • |
| 1.00E+09 | • |
| 5.00E+08 | • |
| 1.00E+08 | • |
| 5.00E+07 | • |
| 1.00E+07 | • |
| 5.00E+06 | • |
| 1.00E+06 | • |

VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE= 1201

TIME= 4.66×10^{-4}



MAX VELOCITY = 7.64×10^4

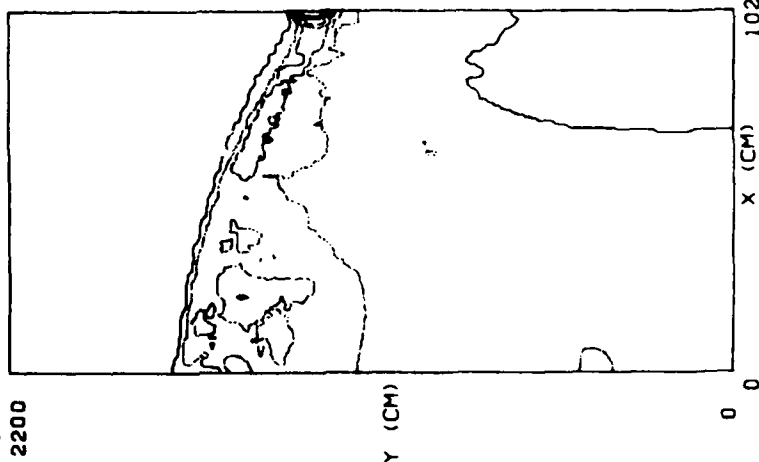
Fig. 3m — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE = 1301

TIME = $5.02 \cdot 10^{-4}$



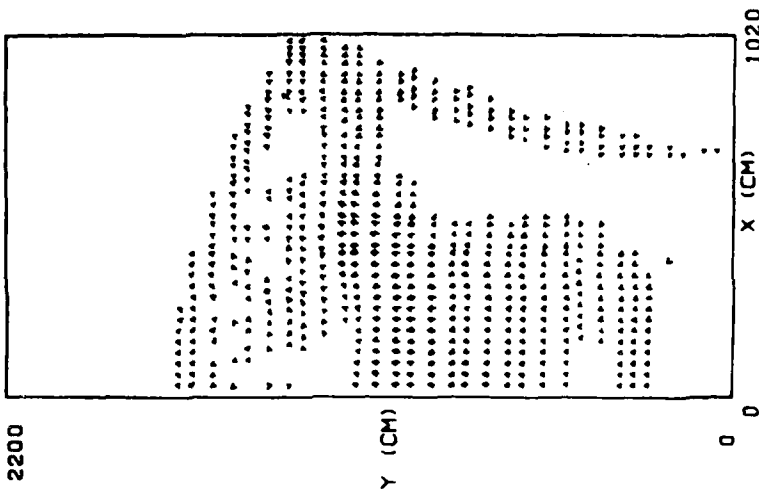
| | | |
|------|----|----|
| 5.00 | 10 | 0 |
| 1.86 | 10 | 0 |
| 3.21 | 10 | 0 |
| 4.57 | 10 | 0 |
| 5.93 | 10 | 0 |
| 7.29 | 10 | 0 |
| 8.64 | 10 | 0 |
| 1.00 | 10 | 10 |

VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE = 1301

TIME = $5.02 \cdot 10^{-4}$



MAX VELOCITY = $9.78 \cdot 10^{-4}$

Fig. 3n — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

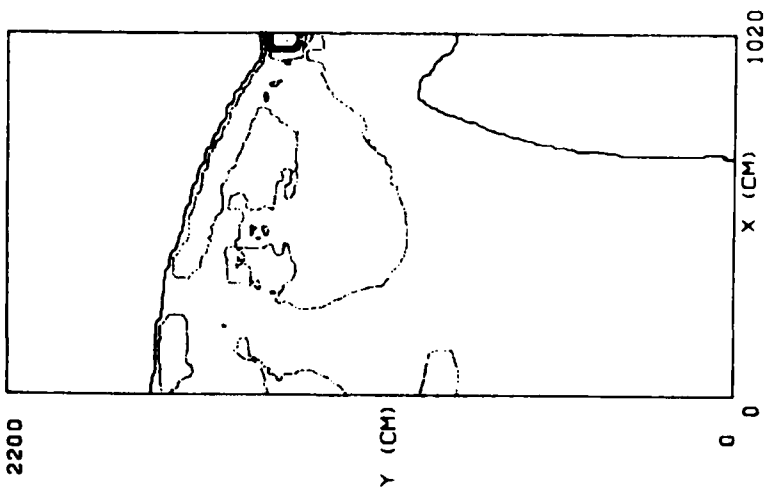
PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE= 1401

TIME=

$5.51 \cdot 10^{-4}$



| | |
|----------|----|
| 5.00E+10 | 8 |
| 1.00E+10 | 9 |
| 3.21E+10 | 9 |
| 4.57E+10 | 9 |
| 5.93E+10 | 9 |
| 7.29E+10 | 9 |
| 8.65E+10 | 9 |
| 1.00E+10 | 10 |

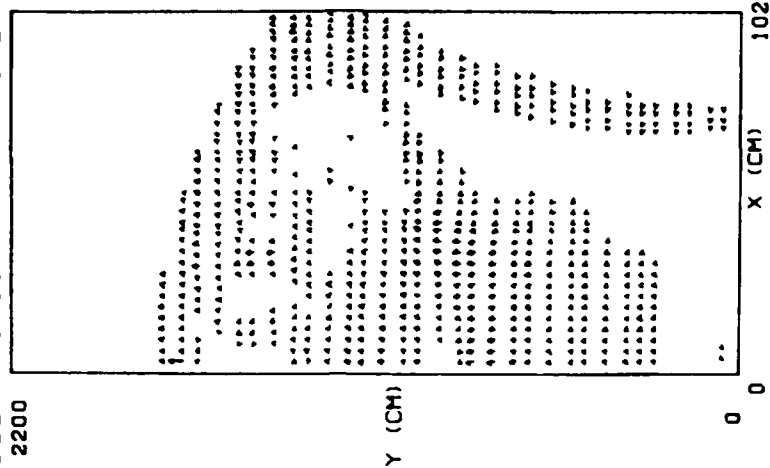
VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE= 1401

TIME=

$5.51 \cdot 10^{-4}$



MAX VELOCITY = $5.95 \cdot 10^{-4}$

Fig. 30 -- Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

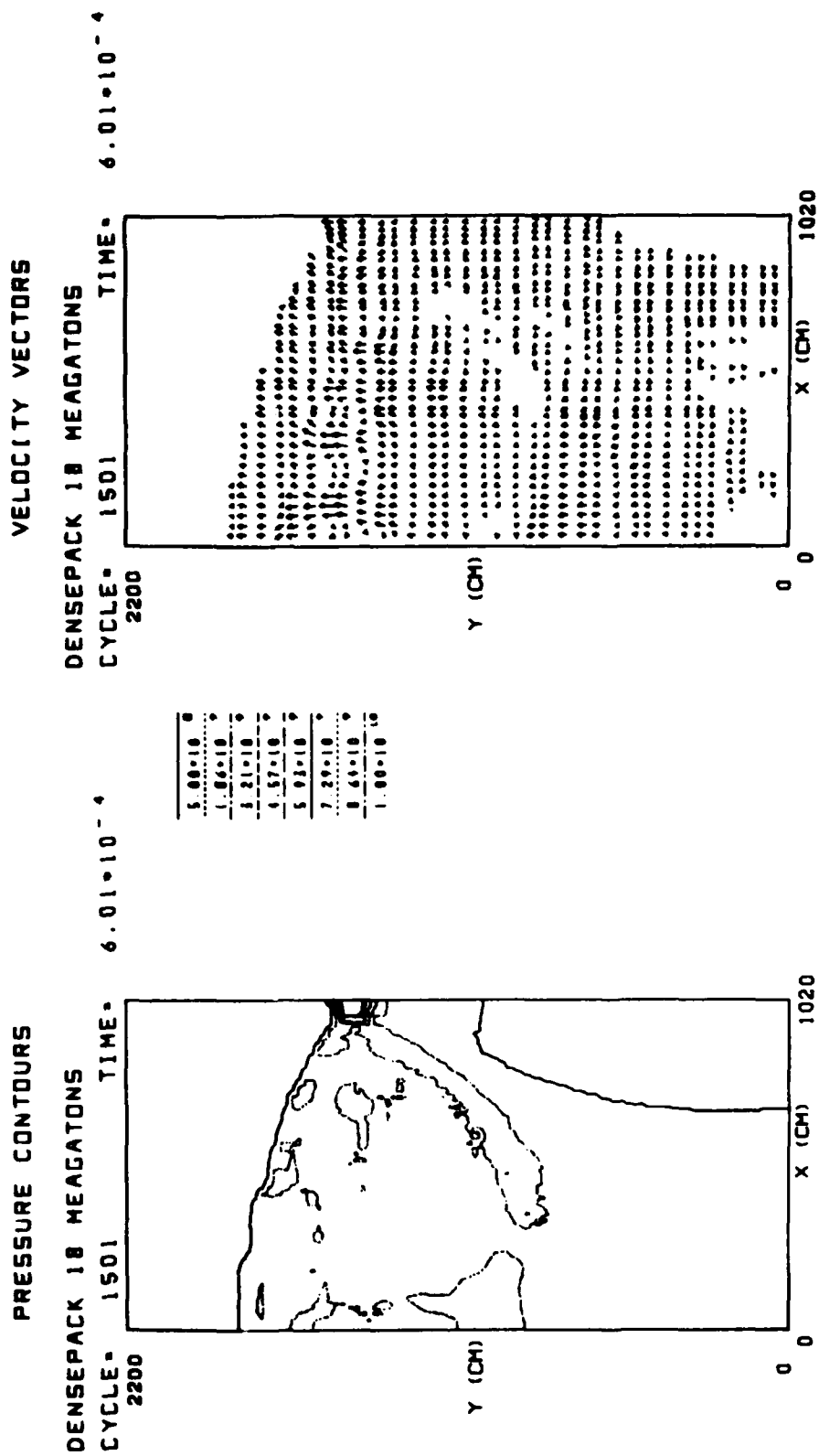


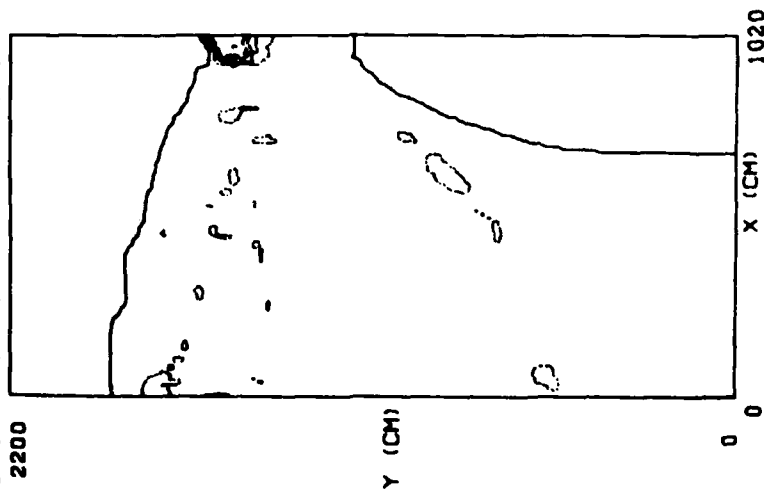
Fig. 3p — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE= 1601

TIME= 6.50×10^{-4}



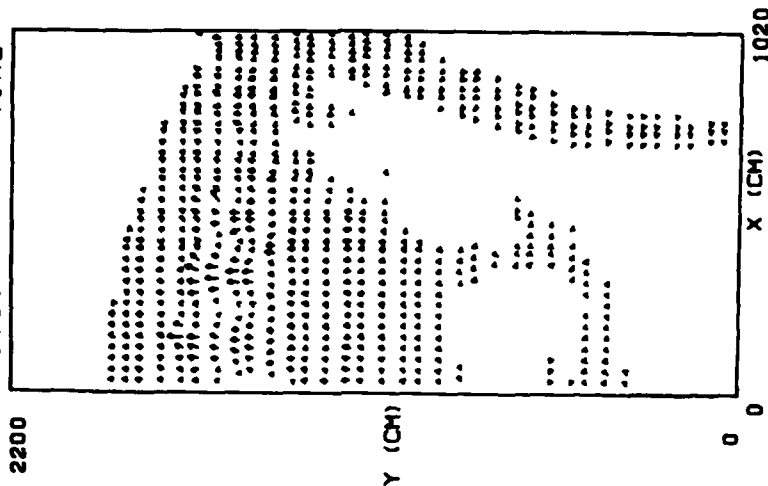
| |
|----------|
| 5.00E+10 |
| 1.86E+10 |
| 3.21E+10 |
| 4.57E+10 |
| 5.92E+10 |
| 7.29E+10 |
| 8.64E+10 |
| 1.00E+11 |

VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE= 1601

TIME= 6.50×10^{-4}



MAX VELOCITY = 4.66×10^{-4}

Fig. 3q — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

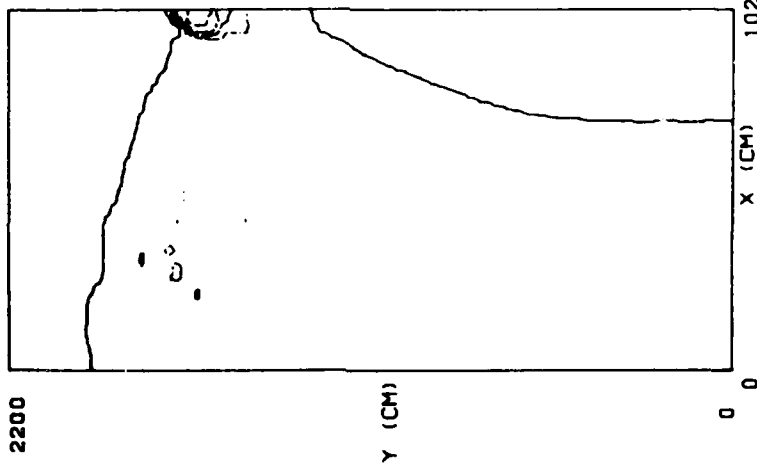
PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE= 1701

TIME=

7.00×10^{-4}



| | |
|-------|-------|
| 5.00 | 10.00 |
| 1.00 | 2.00 |
| 3.21 | 1.00 |
| 4.57 | 1.00 |
| 5.93 | 1.00 |
| 7.29 | 1.00 |
| 8.65 | 1.00 |
| 10.00 | 1.00 |

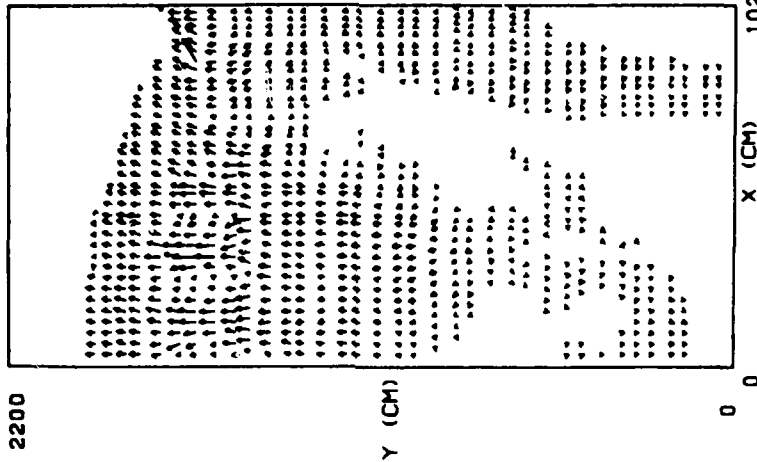
VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE= 1701

TIME=

7.00×10^{-4}



MAX VELOCITY = 3.24×10^{-4}

Fig. 3r — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

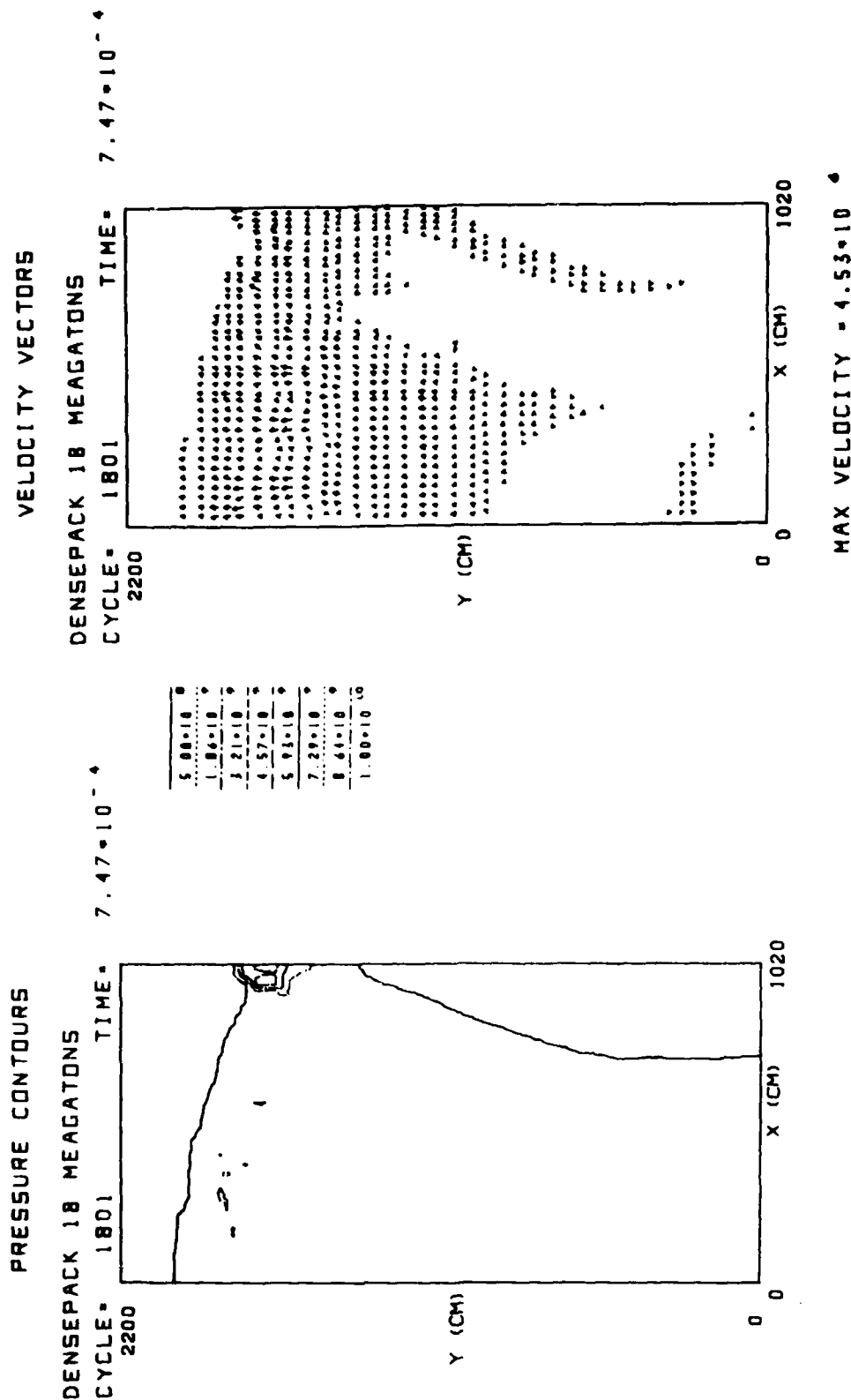


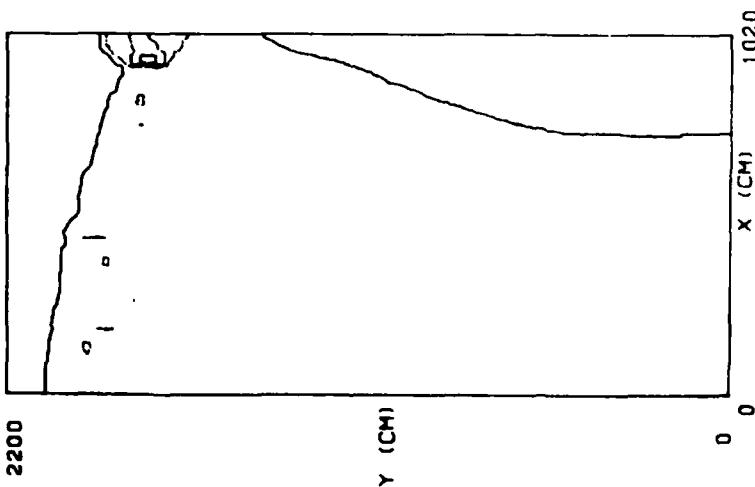
Fig. 3s — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE= 1901

TIME= 8.05×10^{-4}



| | |
|---------|----|
| 5.00E+0 | 0 |
| 1.84E+0 | 9 |
| 5.21E+0 | 9 |
| 4.57E+0 | 9 |
| 5.93E+0 | 9 |
| 7.20E+0 | 9 |
| 8.44E+0 | 9 |
| 1.00E+0 | 10 |

VELOCITY VECTORS

DENSEPACK 13 MEAGATONS

CYCLE= 1901

TIME= 8.05×10^{-4}

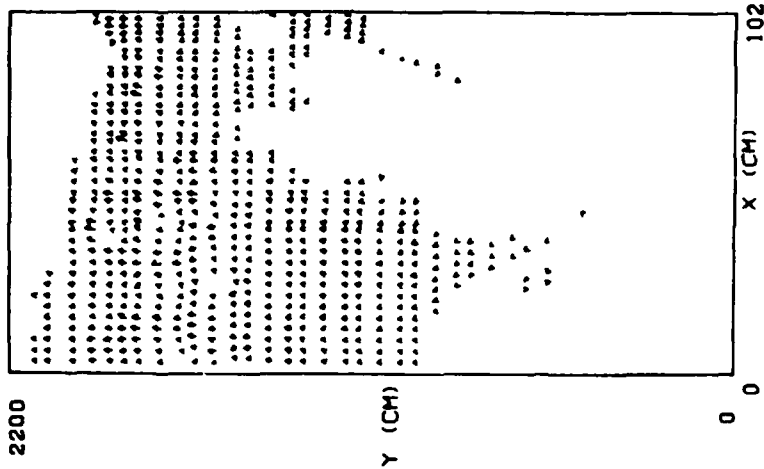


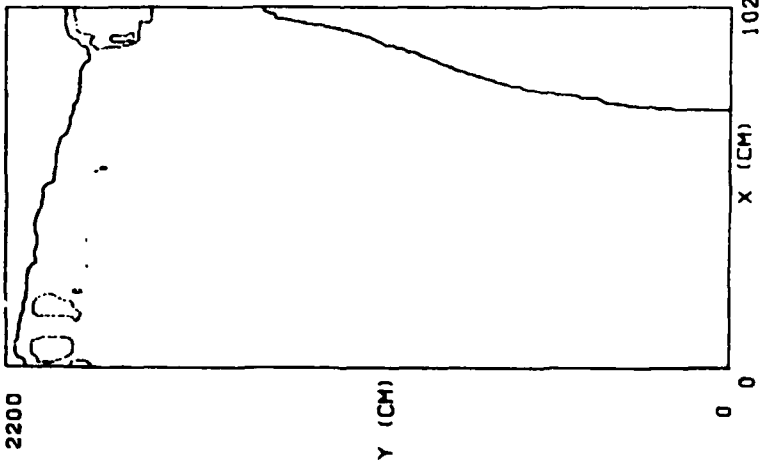
Fig. 3t — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

PRESSURE CONTOURS

DENSEPACK 18 MEAGATONS

CYCLE = 2001

TIME = 8.64×10^{-4}



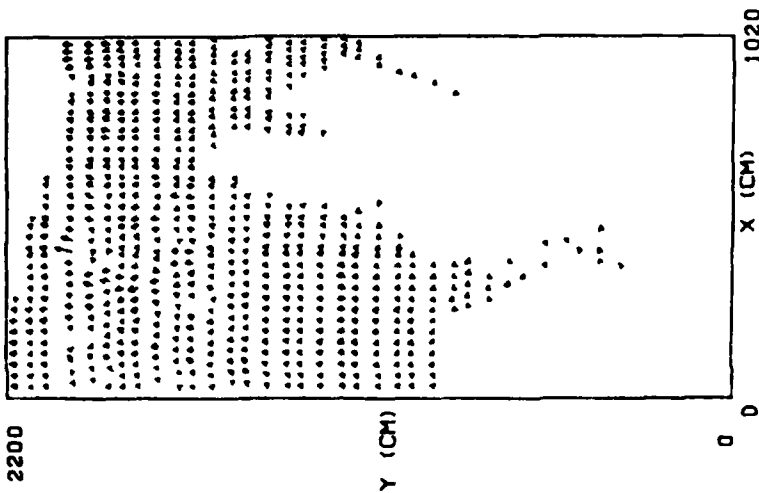
| | |
|----------|----|
| 5.00E-10 | 0 |
| 1.84E-10 | 0 |
| 5.21E-10 | 0 |
| 5.57E-10 | 0 |
| 5.93E-10 | 0 |
| 7.29E-10 | 0 |
| 9.65E-10 | 0 |
| 1.00E-10 | 10 |

VELOCITY VECTORS

DENSEPACK 18 MEAGATONS

CYCLE = 2001

TIME = 8.64×10^{-4}



MAX VELOCITY = 4.60×10^{-4}

Fig. 3u — Pressure contours and velocity vectors calculated using FAST2D, shown at intervals of 100 cycles

DENSEPACK 18 MEGATONS

PRESS. 3.12-10 ° TIME. 0.33-10 °

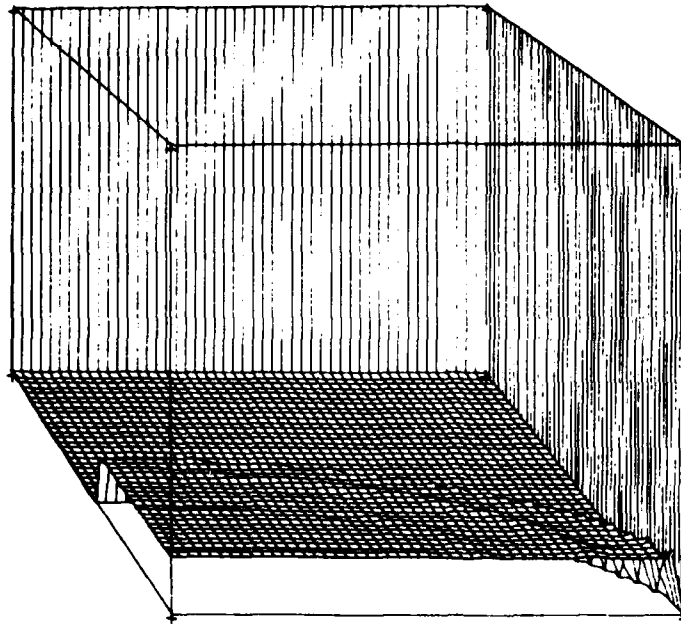


Fig. 4a — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

DENSEPACK 18 MEGATONS

PRESS. 1.63-10 ° TIME. 5.77-10 °

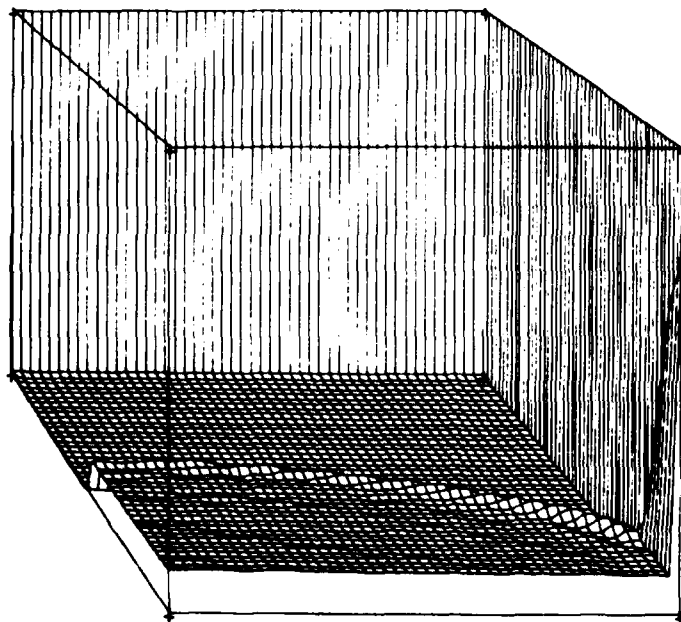


Fig. 4b — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

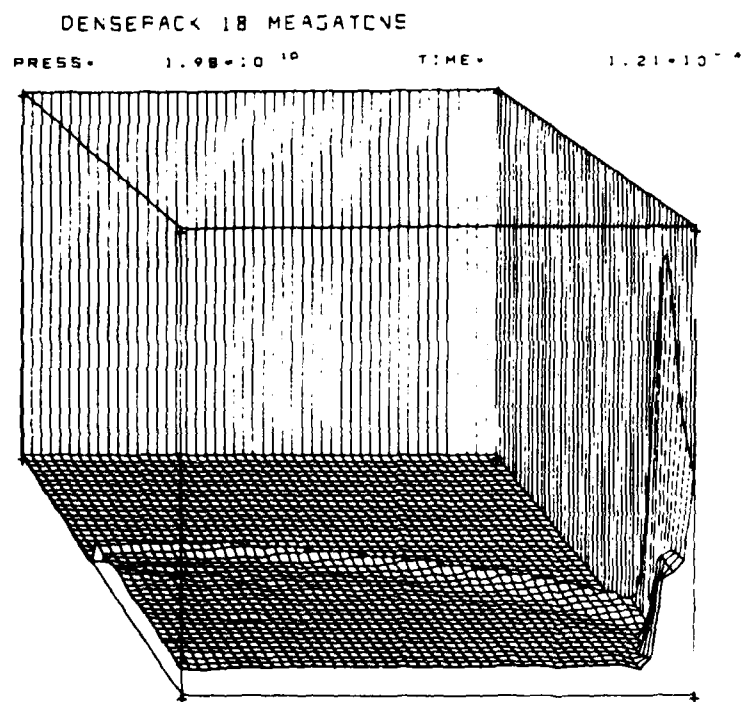


Fig. 4c — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

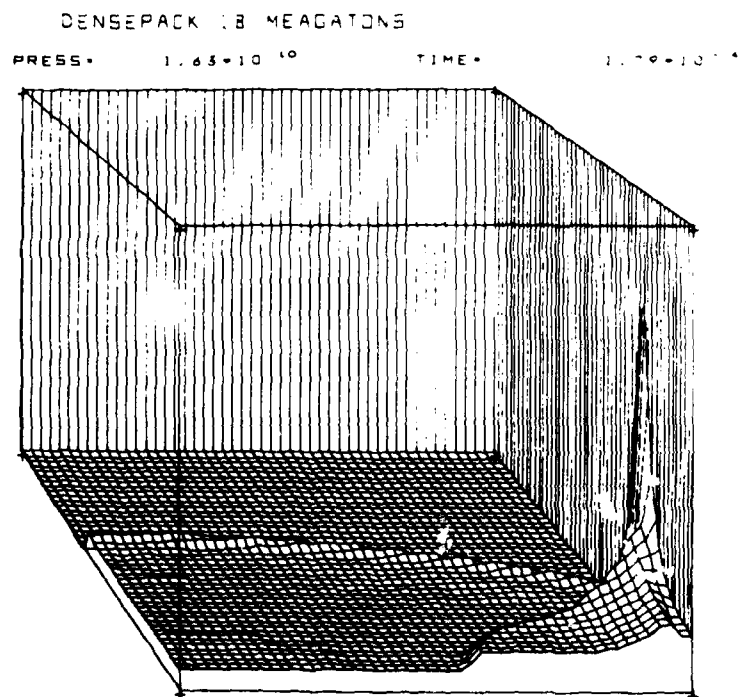


Fig. 4d — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

DENSEPACK :8 MEGATONS
 PRESS = $1.41 \cdot 10^{10}$ TIME = $2.29 \cdot 10^{-6}$

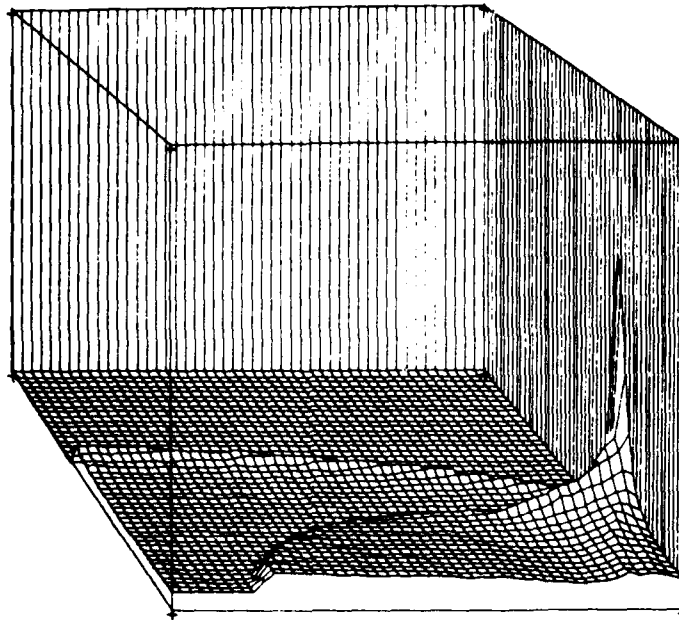


Fig. 4e — Pressure contours of Fig. 3, shown in orthographic projection.
 The pressure scale here is 22 kbar.

DENSEPACK :8 MEGATONS
 PRESS = $1.31 \cdot 10^{10}$ TIME = $2.67 \cdot 10^{-6}$

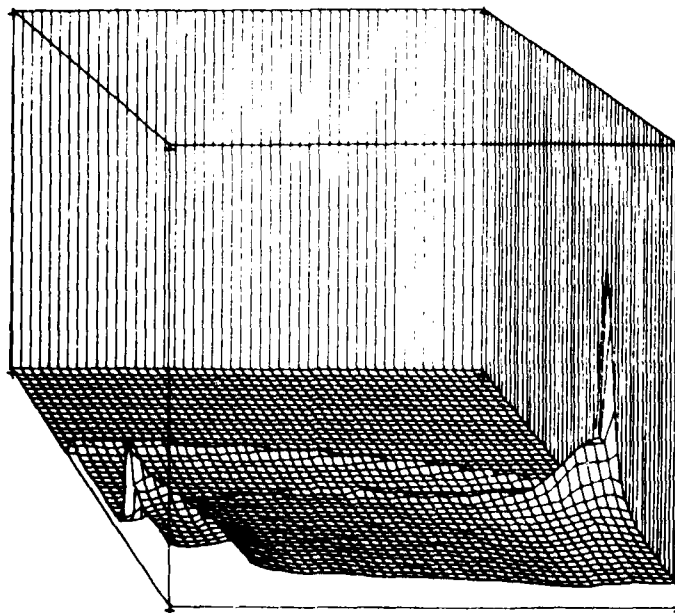


Fig. 4f — Pressure contours of Fig. 3, shown in orthographic projection.
 The pressure scale here is 22 kbar.

DENSEPACK 18 MEGATONS

PRESS. $1.20 \cdot 10^{10}$ TIME $2.98 \cdot 10^{-4}$

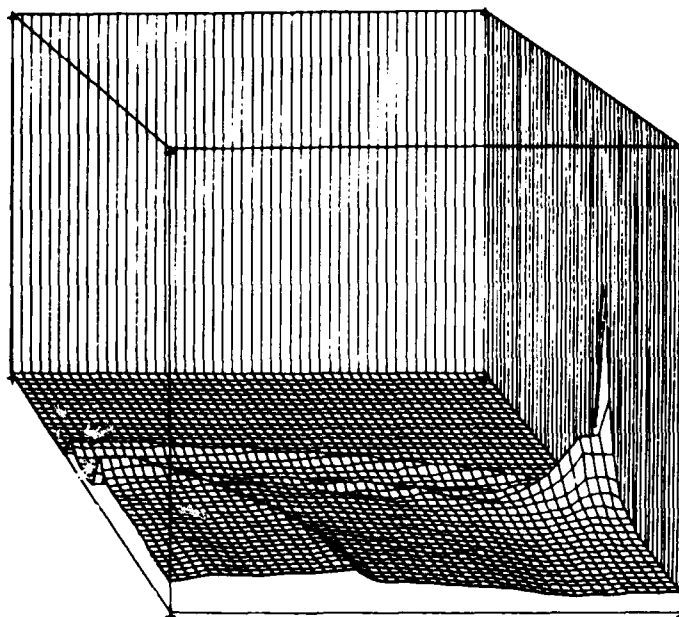


Fig. 4g — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

DENSEPACK 18 MEGATONS

PRESS. $1.11 \cdot 10^{10}$ TIME $3.34 \cdot 10^{-4}$

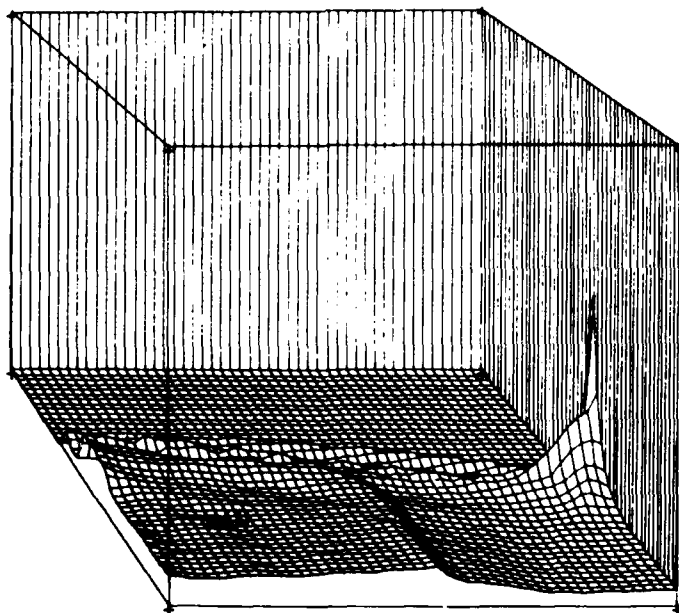


Fig. 4h — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

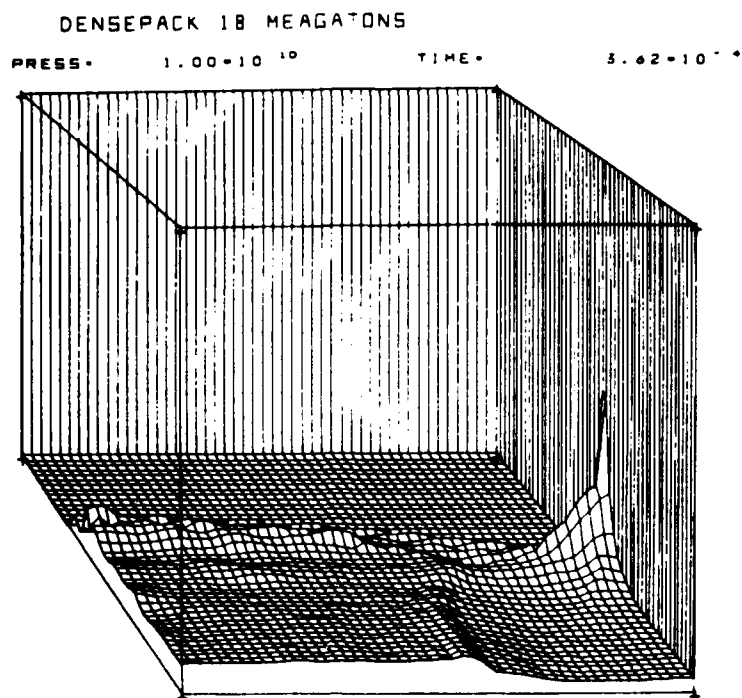


Fig. 4i — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

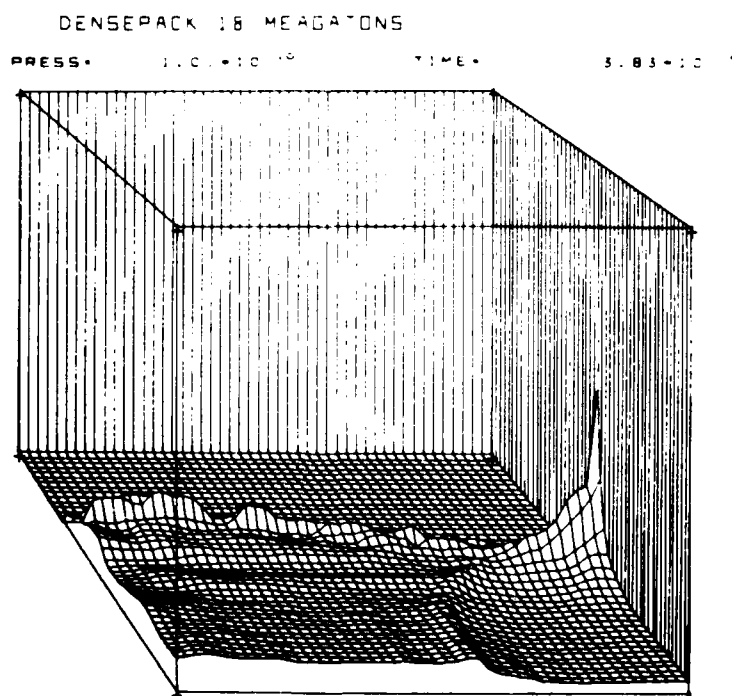


Fig. 4j — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

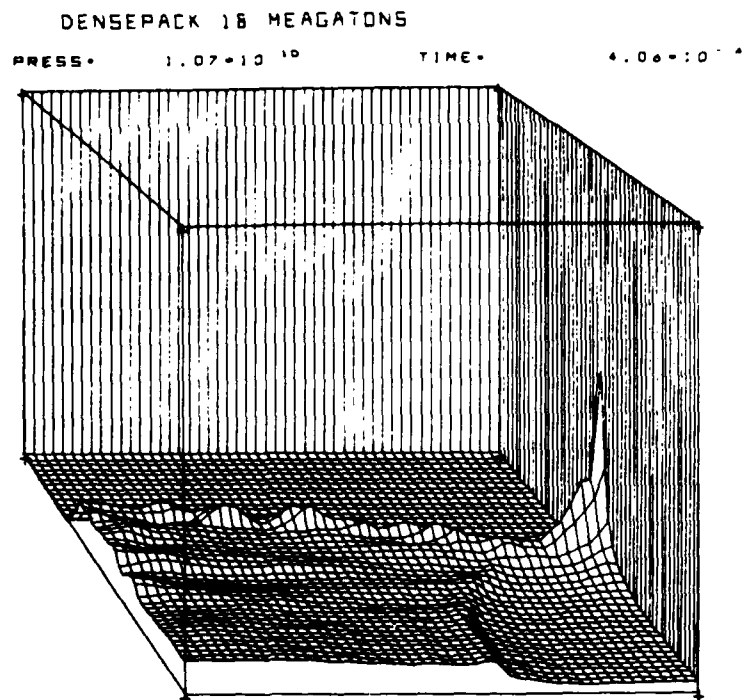


Fig. 4k — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

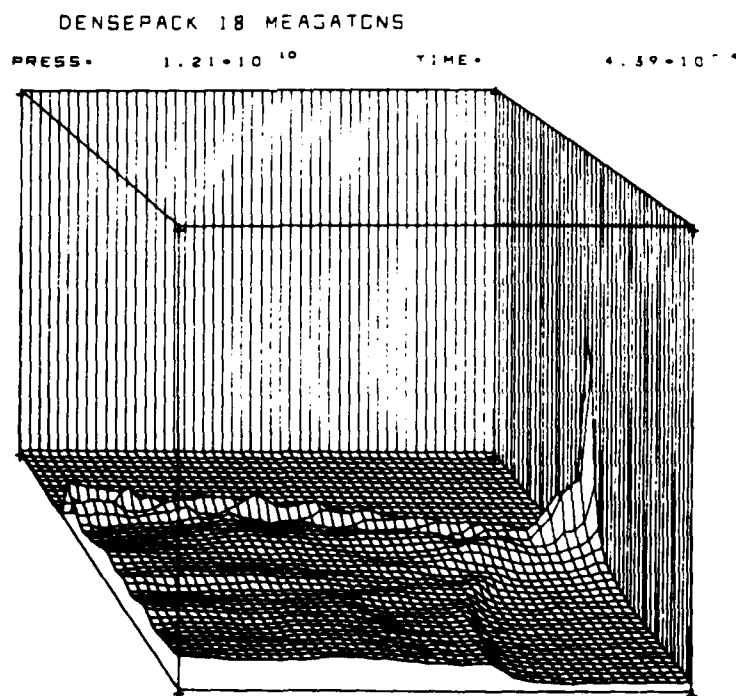


Fig. 4l — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

DENSEPACK 18 MEAGATONS
 PRESS • $1.19 \cdot 10^{-10}$ TIME • $4.66 \cdot 10^{-6}$

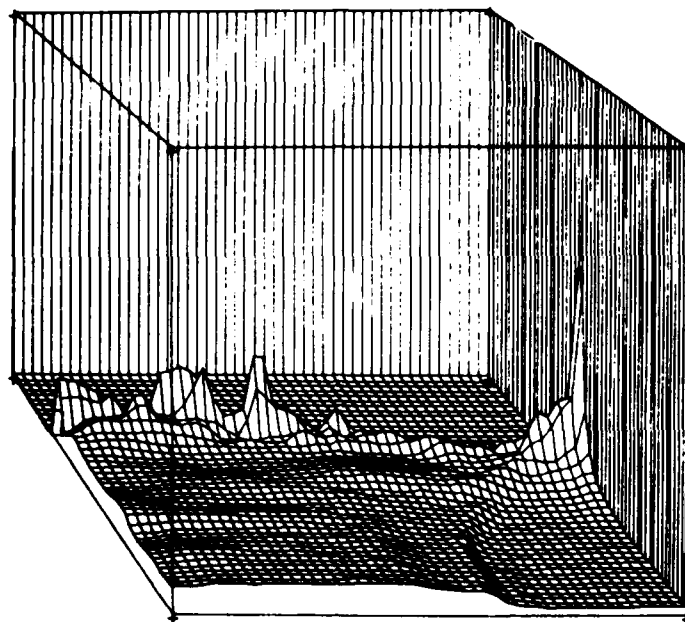


Fig. 4m — Pressure contours of Fig. 3, shown in orthographic projection.
 The pressure scale here is 22 kbar.

DENSEPACK 18 MEAGATONS
 PRESS • $1.06 \cdot 10^{-10}$ TIME • $5.02 \cdot 10^{-6}$

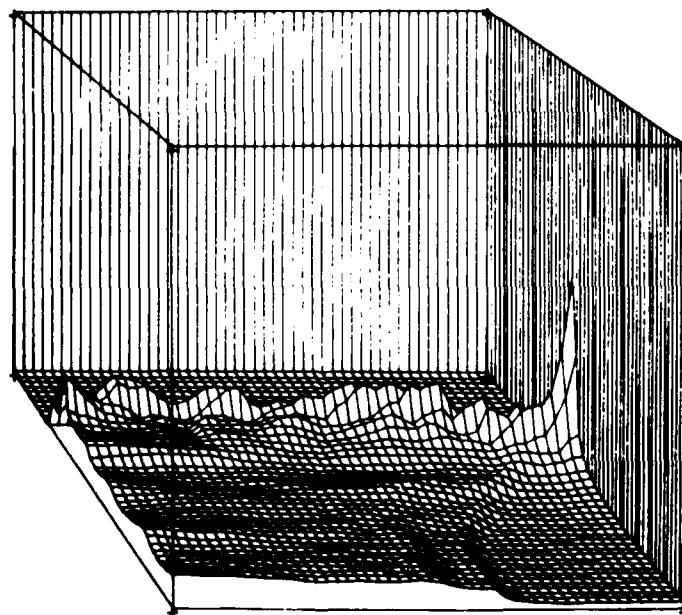


Fig. 4n — Pressure contours of Fig. 3, shown in orthographic projection.
 The pressure scale here is 22 kbar.

DENSEPACK 18 MEGATONS
 PRESS. $8.56 \cdot 10^{-4}$ TIME. $5.51 \cdot 10^{-4}$

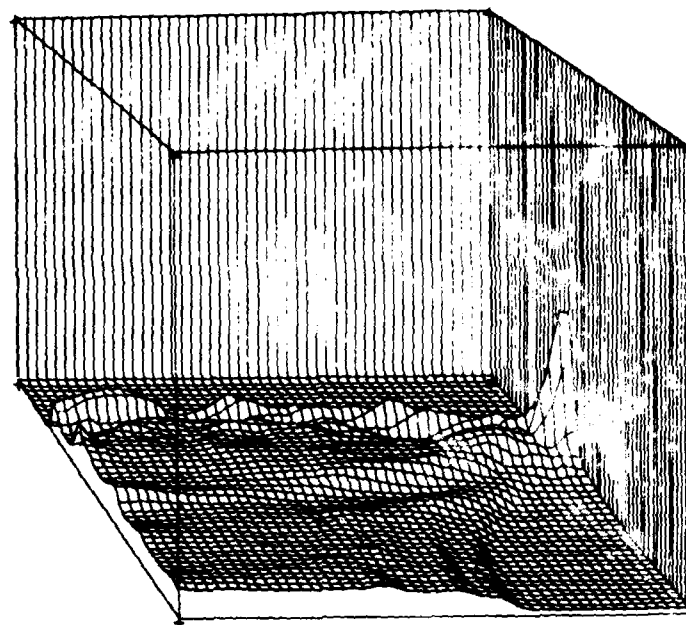


Fig. 4o — Pressure contours of Fig. 3, shown in orthographic projection.
 The pressure scale here is 22 kbar.

DENSEPACK 18 MEGATONS
 PRESS. $8.25 \cdot 10^{-4}$ TIME. $6.01 \cdot 10^{-4}$

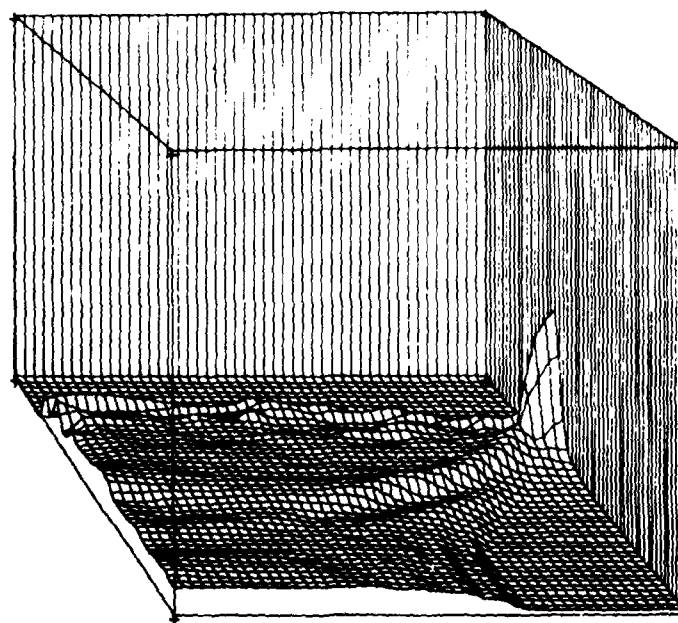


Fig. 4p — Pressure contours of Fig. 3, shown in orthographic projection.
 The pressure scale here is 22 kbar.

DENSEPACK 18 MEGATONS
 PRESS= 7.11×10^4 TIME= 6.50×10^{-7}

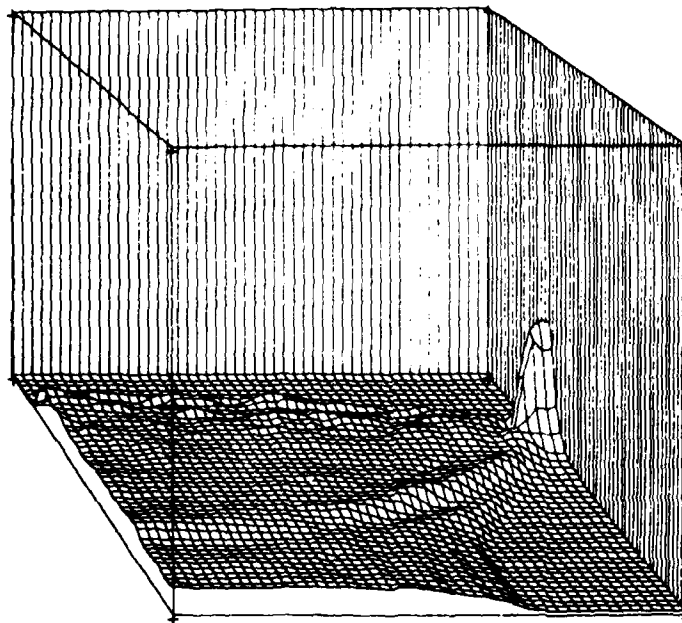


Fig. 4q — Pressure contours of Fig. 3, shown in orthographic projection.
 The pressure scale here is 22 kbar.

DENSEPACK 18 MEGATONS
 PRESS= 6.28×10^4 TIME= 7.00×10^{-7}

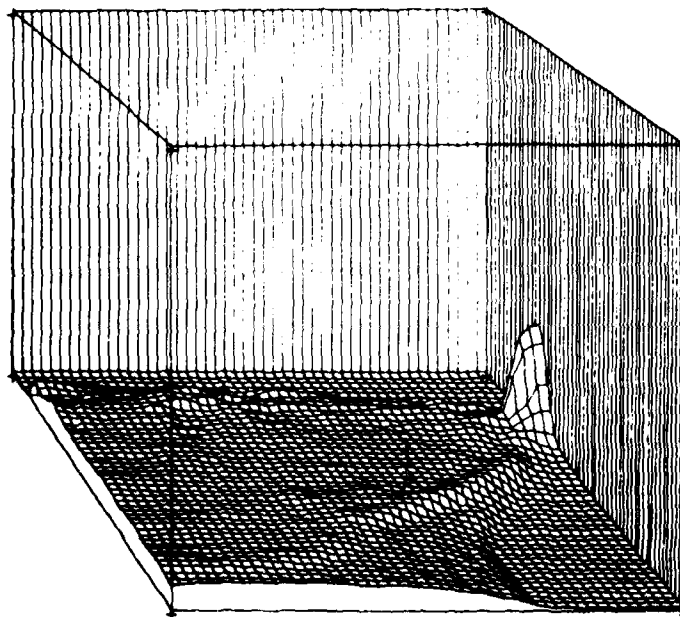


Fig. 4r — Pressure contours of Fig. 3, shown in orthographic projection.
 The pressure scale here is 22 kbar.

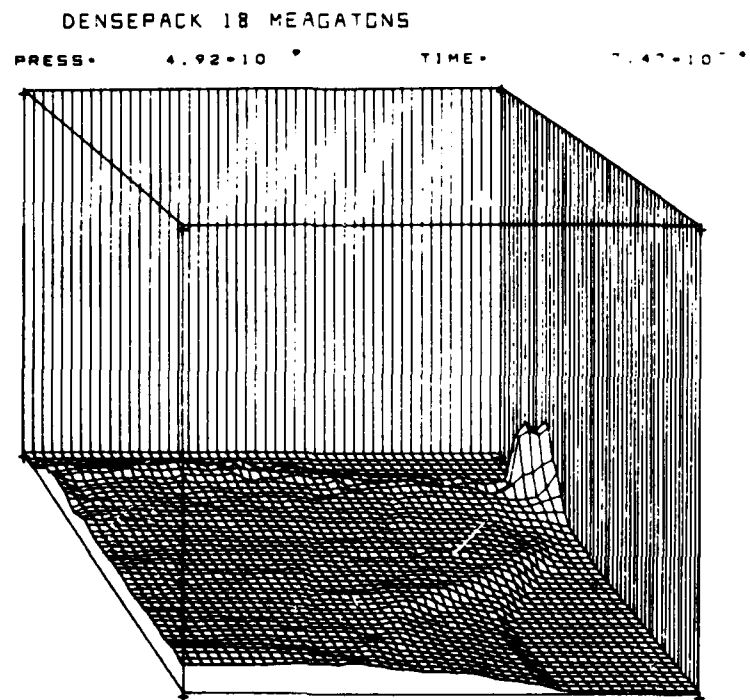


Fig. 4s — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

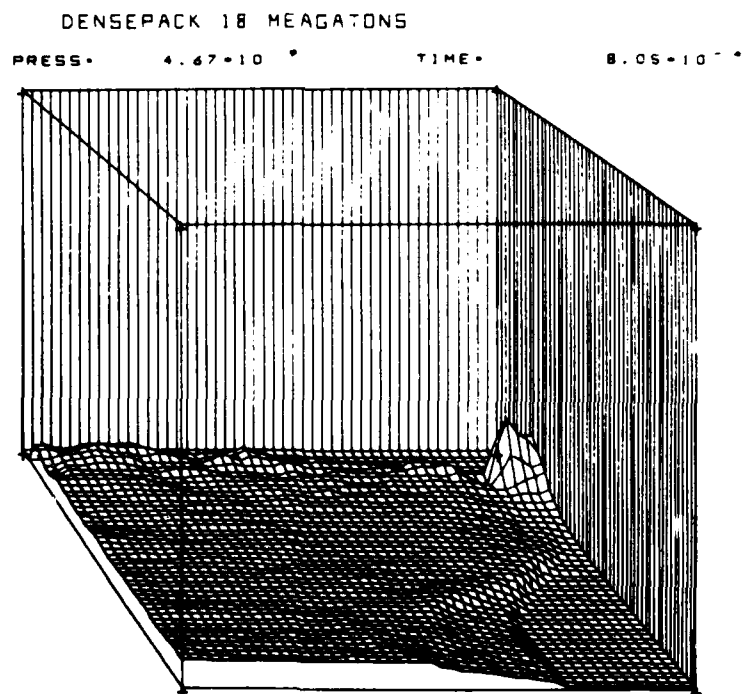


Fig. 4t — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

DENSEPACK 18 MEGATONS

PRESS. 5.54×10^{-4}

TIME

8.64×10^{-4}

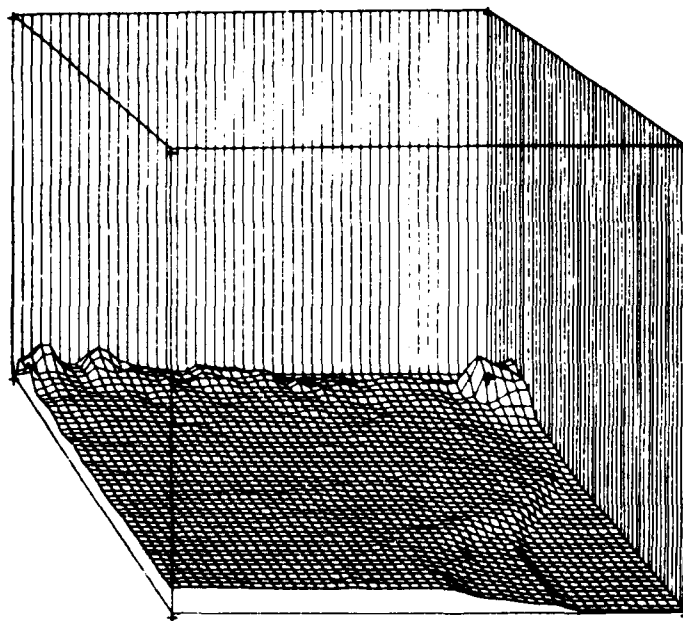


Fig. 4u — Pressure contours of Fig. 3, shown in orthographic projection.
The pressure scale here is 22 kbar.

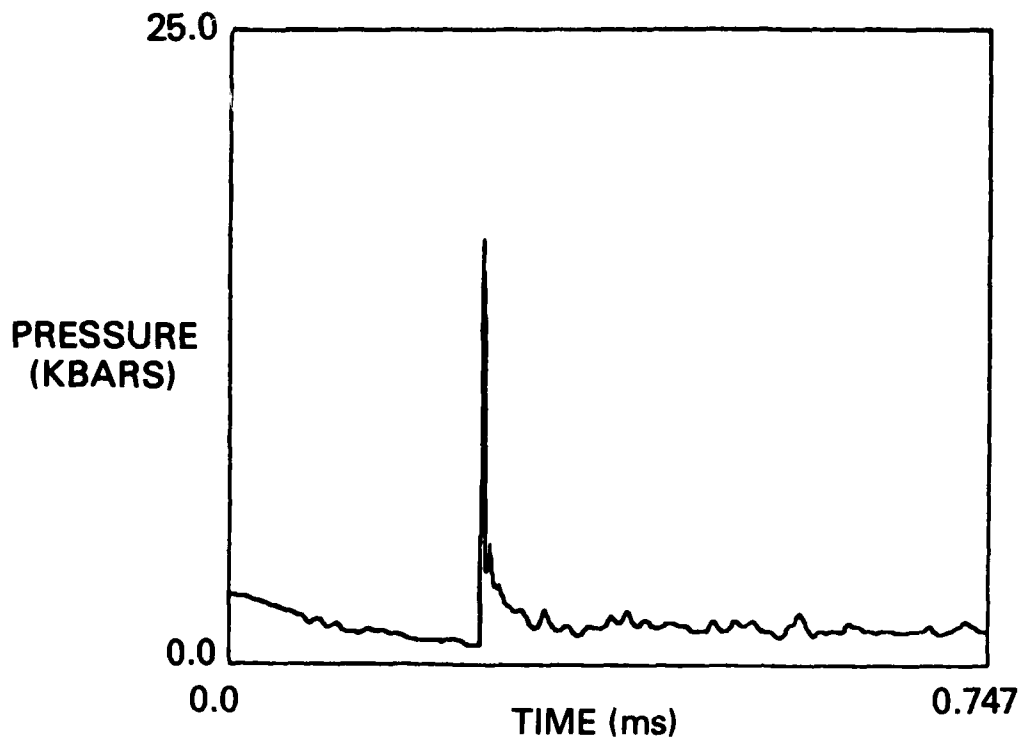


Fig. 5a — Pressure histories as measured by sensors located at radii of 0.0m

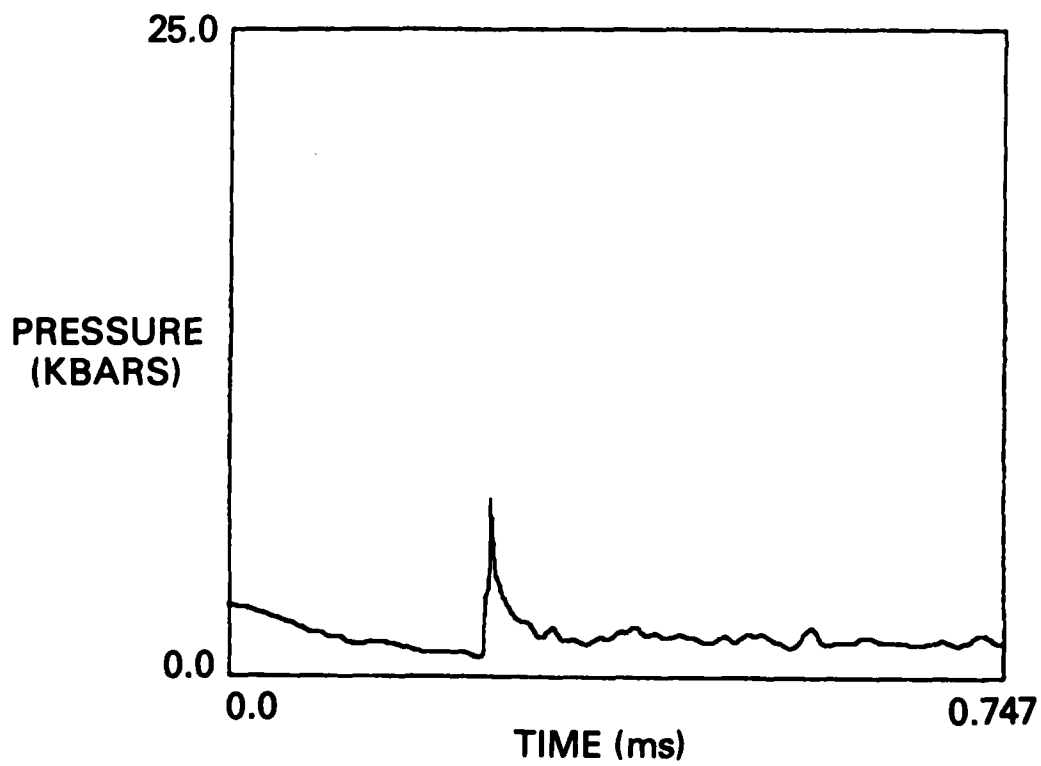


Fig. 5b — Pressure histories as measured by sensors located at radii of 0.035m

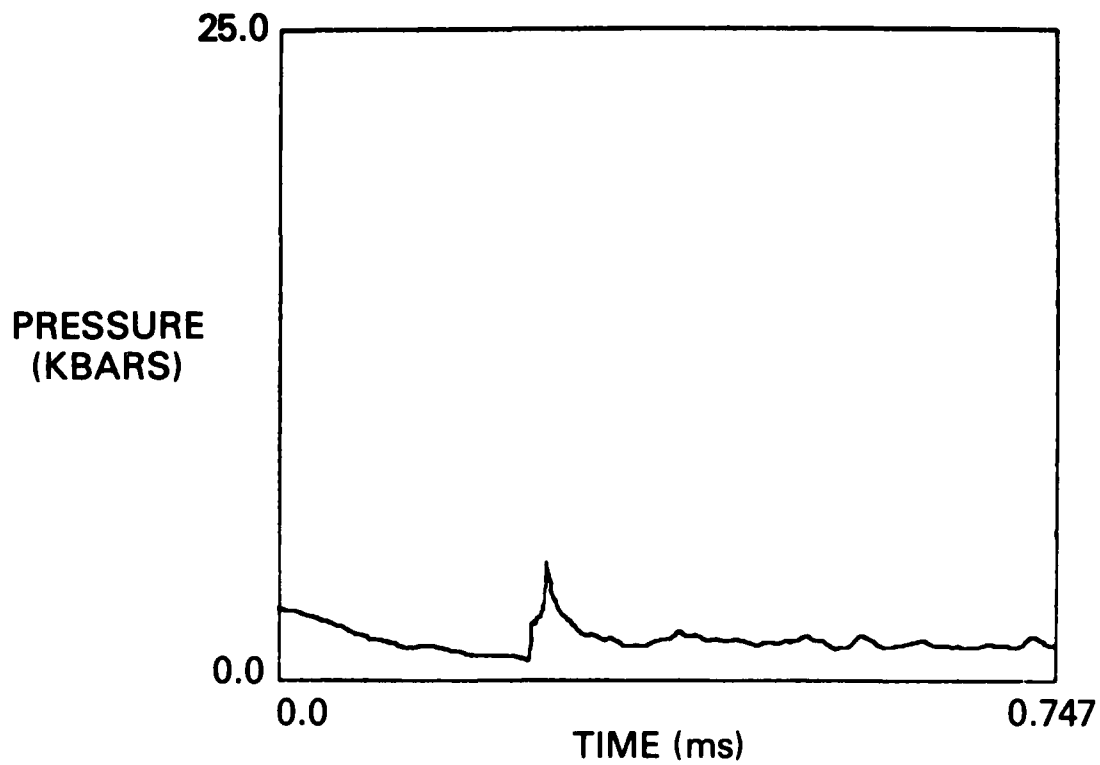


Fig. 5c — Pressure histories as measured by sensors located at radii of 0.075m

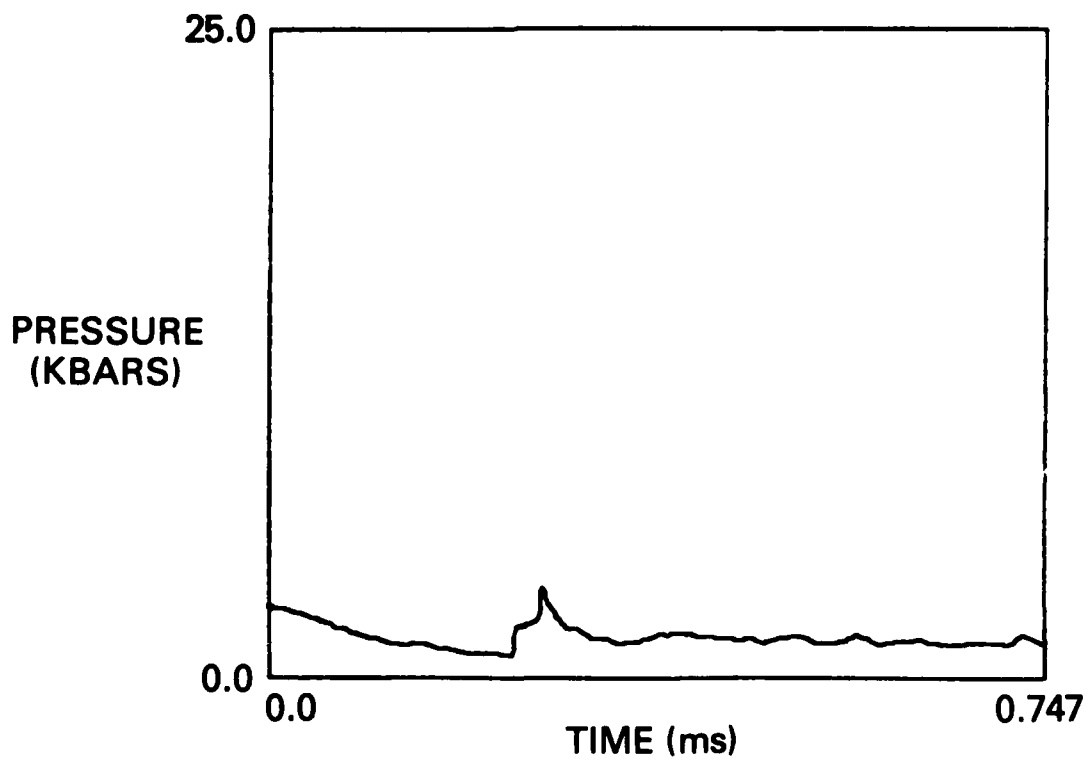


Fig. 5d — Pressure histories as measured by sensors located at radii of 1.25m

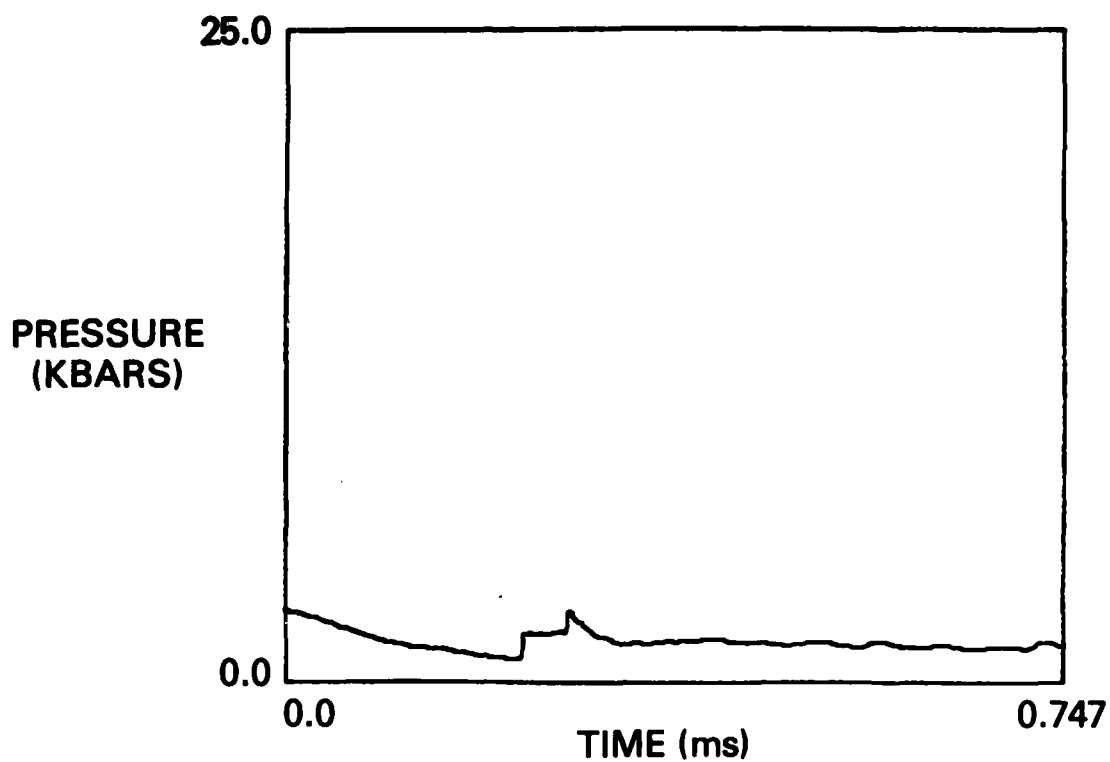


Fig. 5e — Pressure histories as measured by sensors located at radii of 2.0m

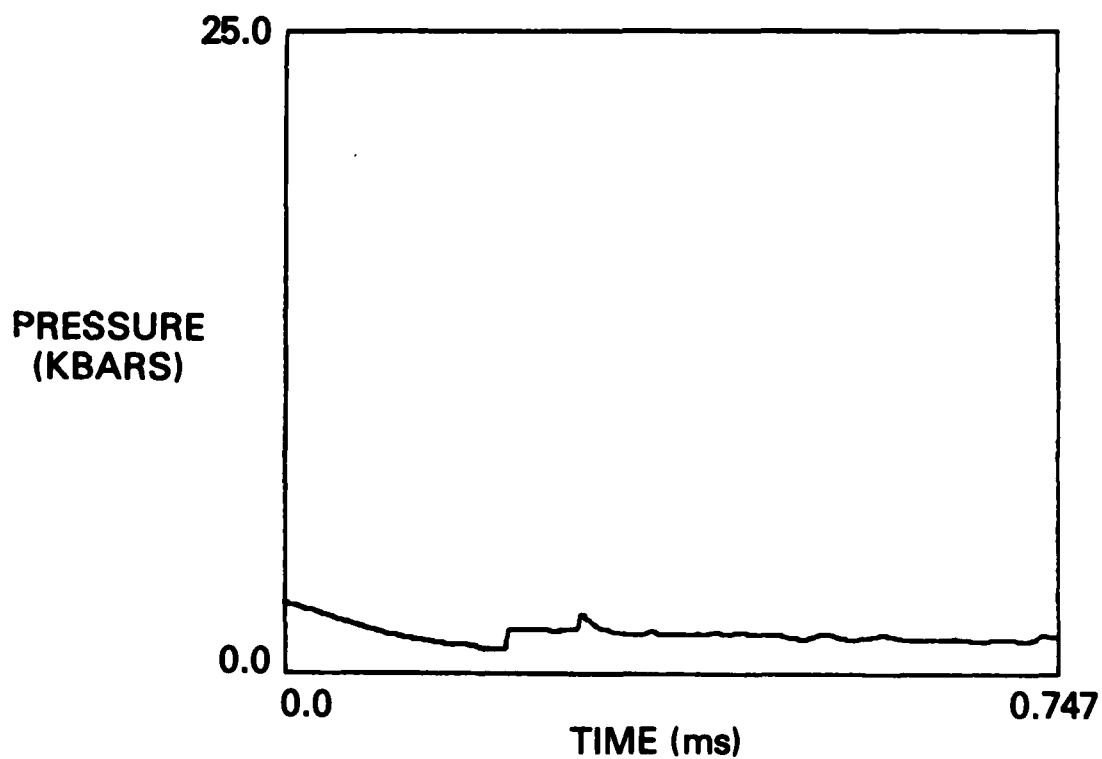


Fig. 5f — Pressure histories as measured by sensors located at radii of 3.0m

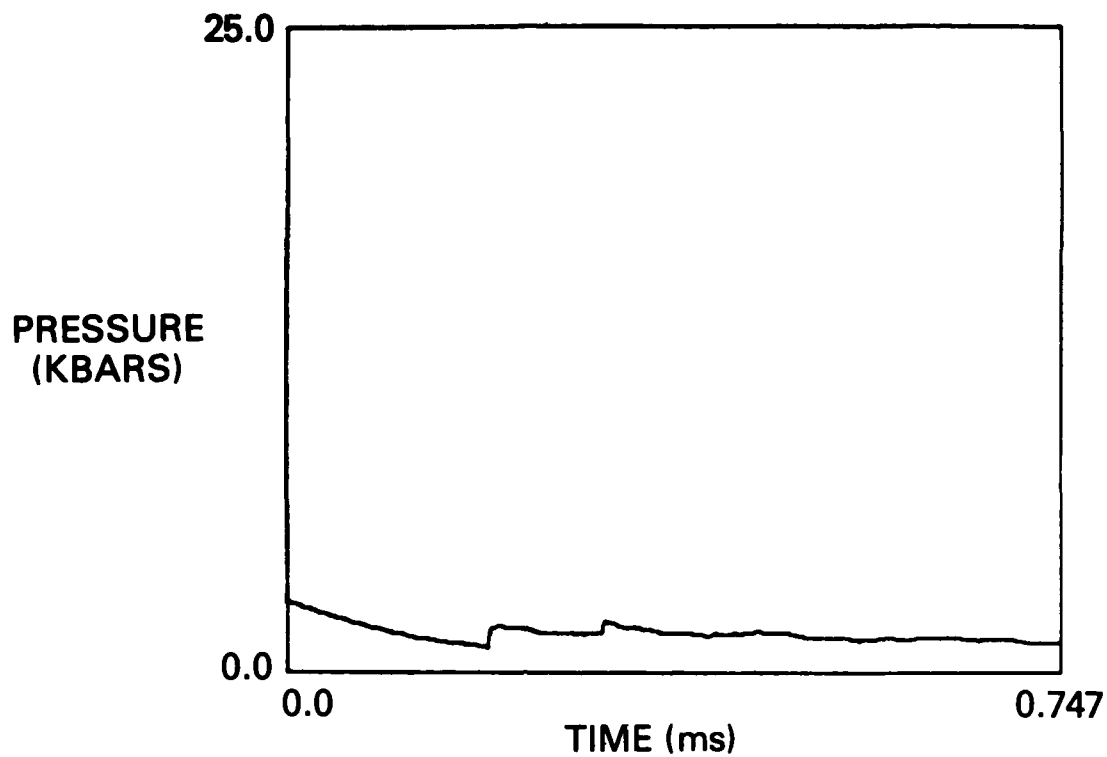


Fig. 5g — Pressure histories as measured by sensors located at radii of 4.5m

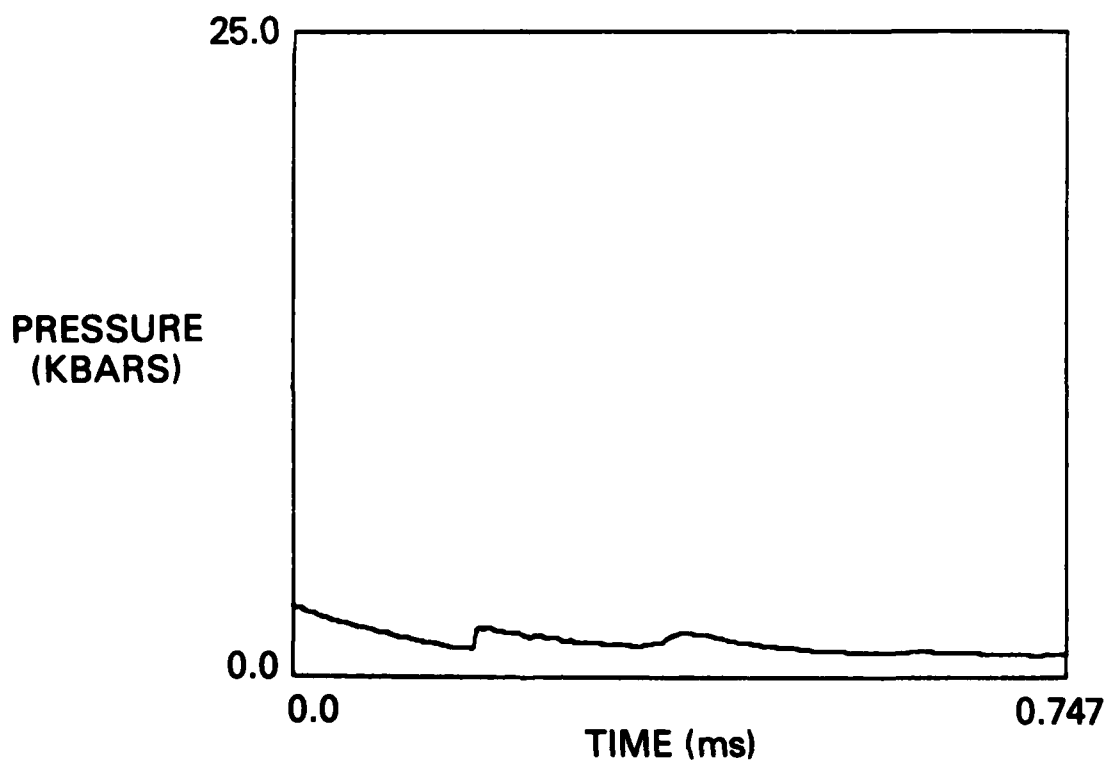


Fig. 5h — Pressure histories as measured by sensors located at radii of 6.05m

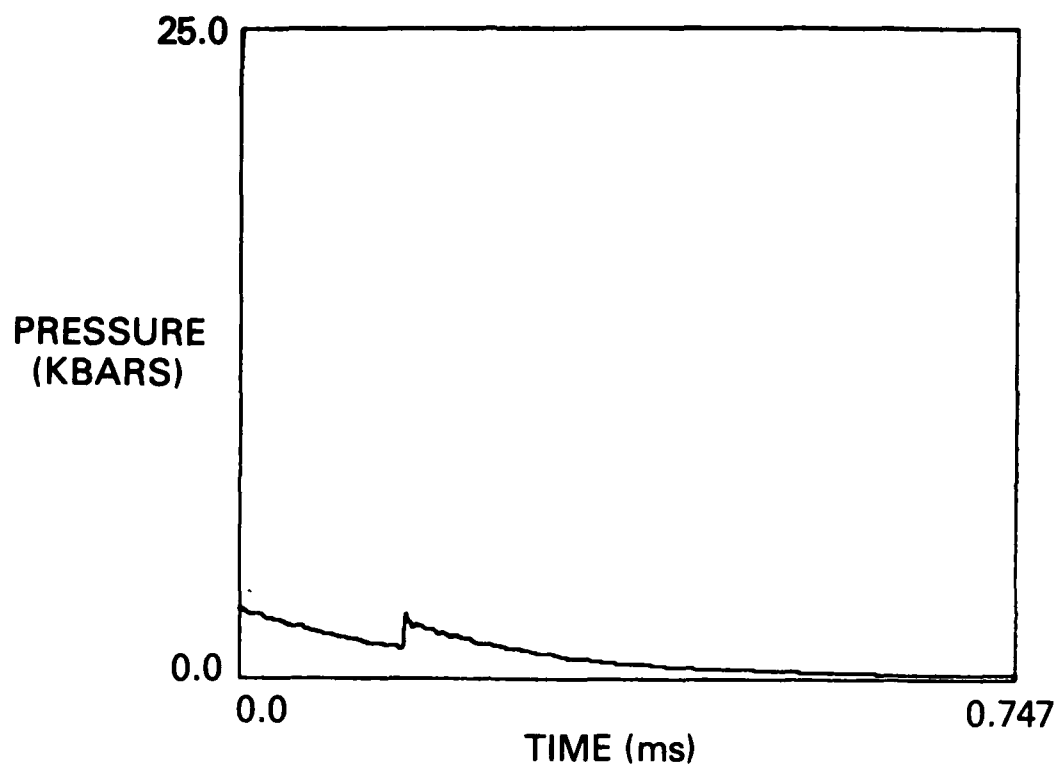


Fig. 5i — Pressure histories as measured by sensors located at radii of 7.5m

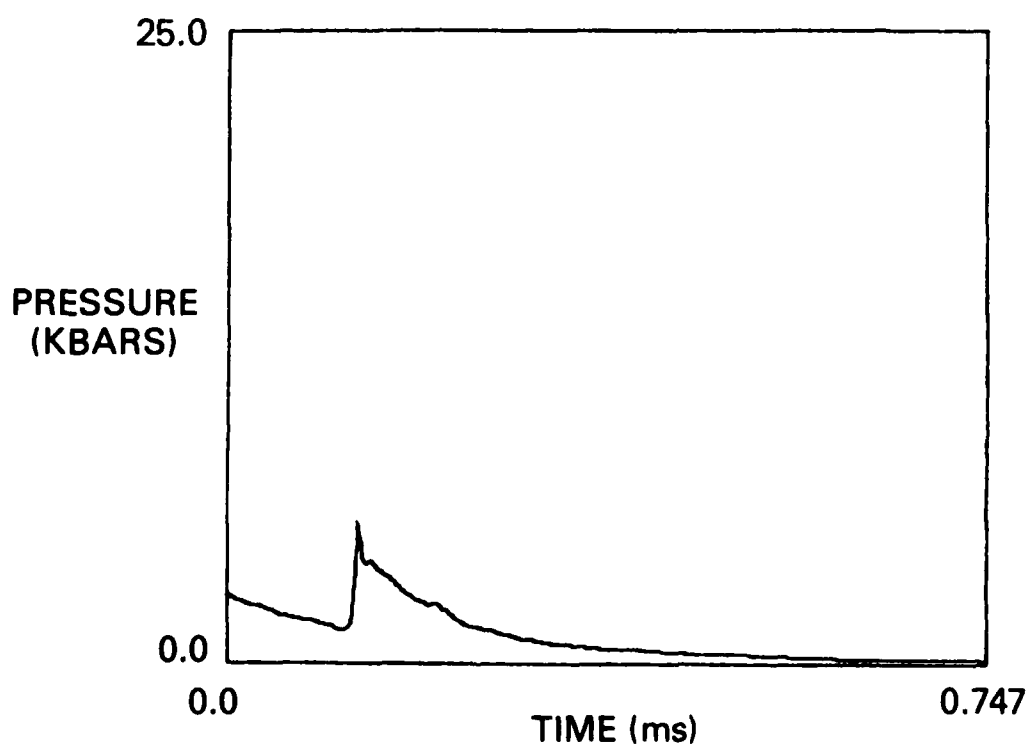


Fig. 5j — Pressure histories as measured by sensors located at radii of 9.25m

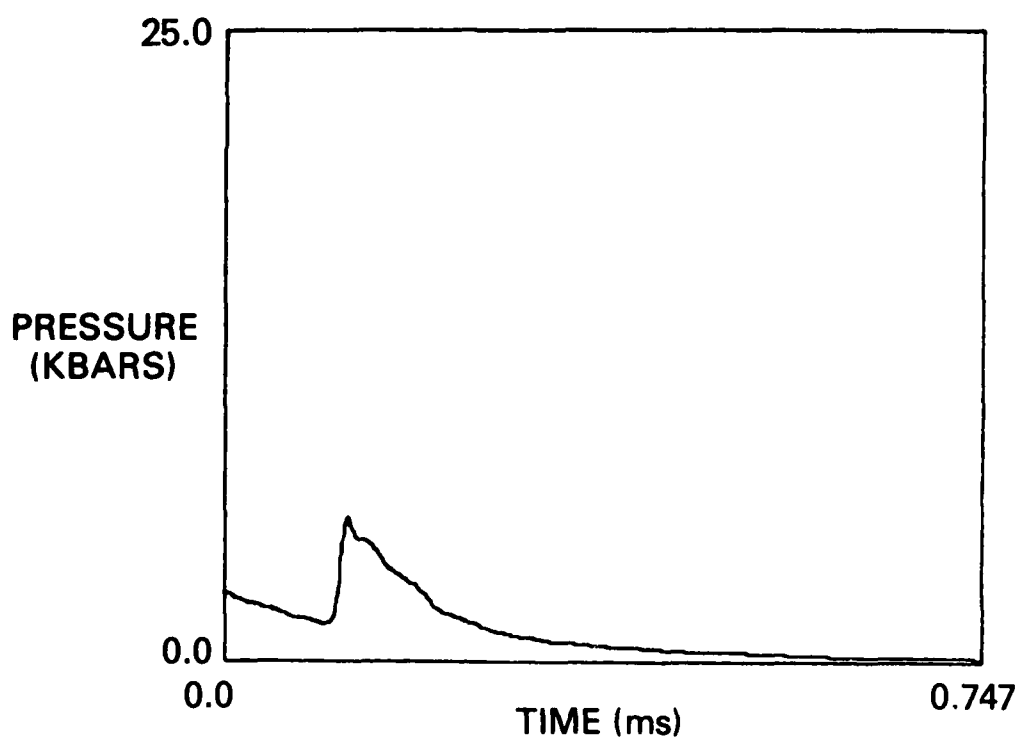


Fig. 5k — Pressure histories as measured by sensors located at radii of 9.5m

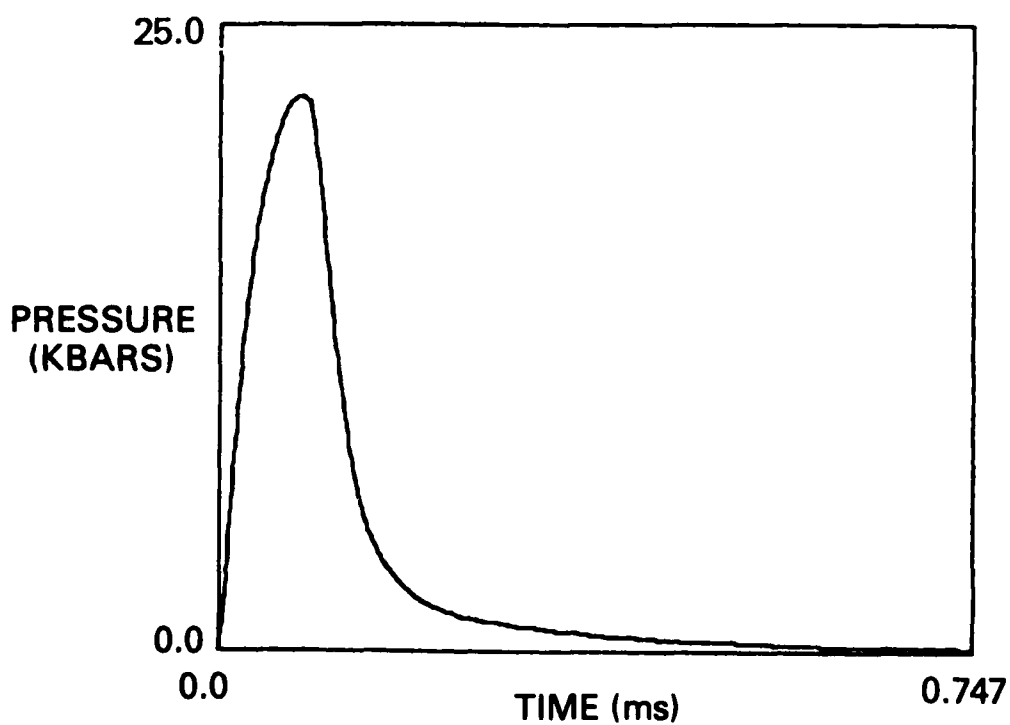


Fig. 5l — Pressure histories as measured by sensors located at radii of 10.0m

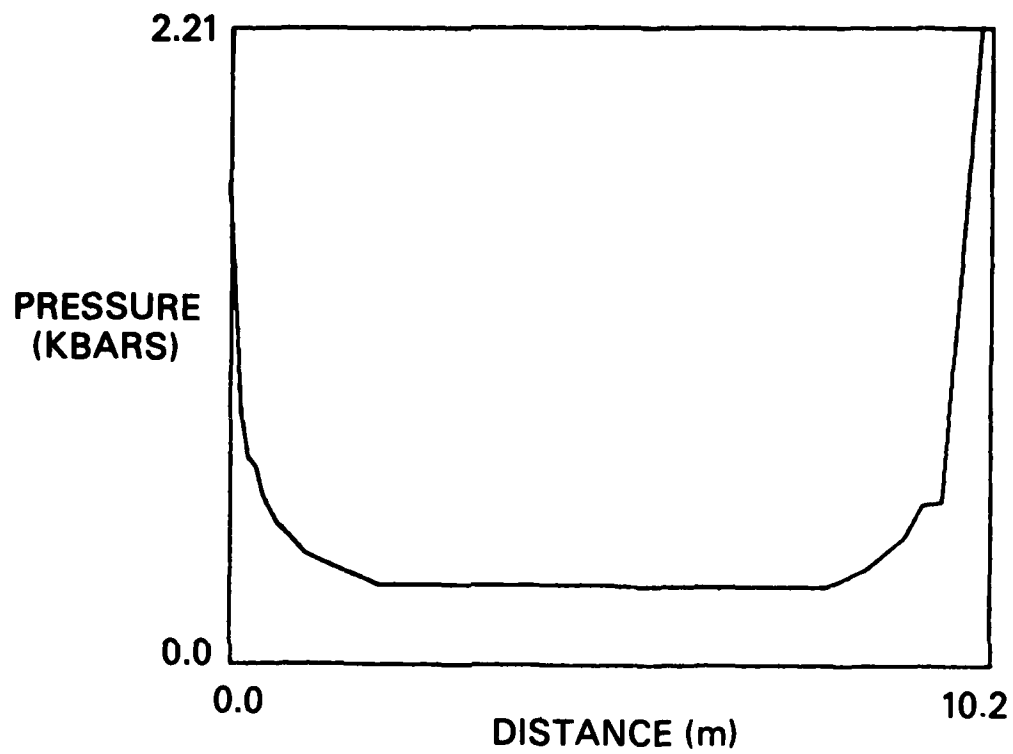


Fig. 6 — Maximum recorded station pressure in kbar as function of station radial location

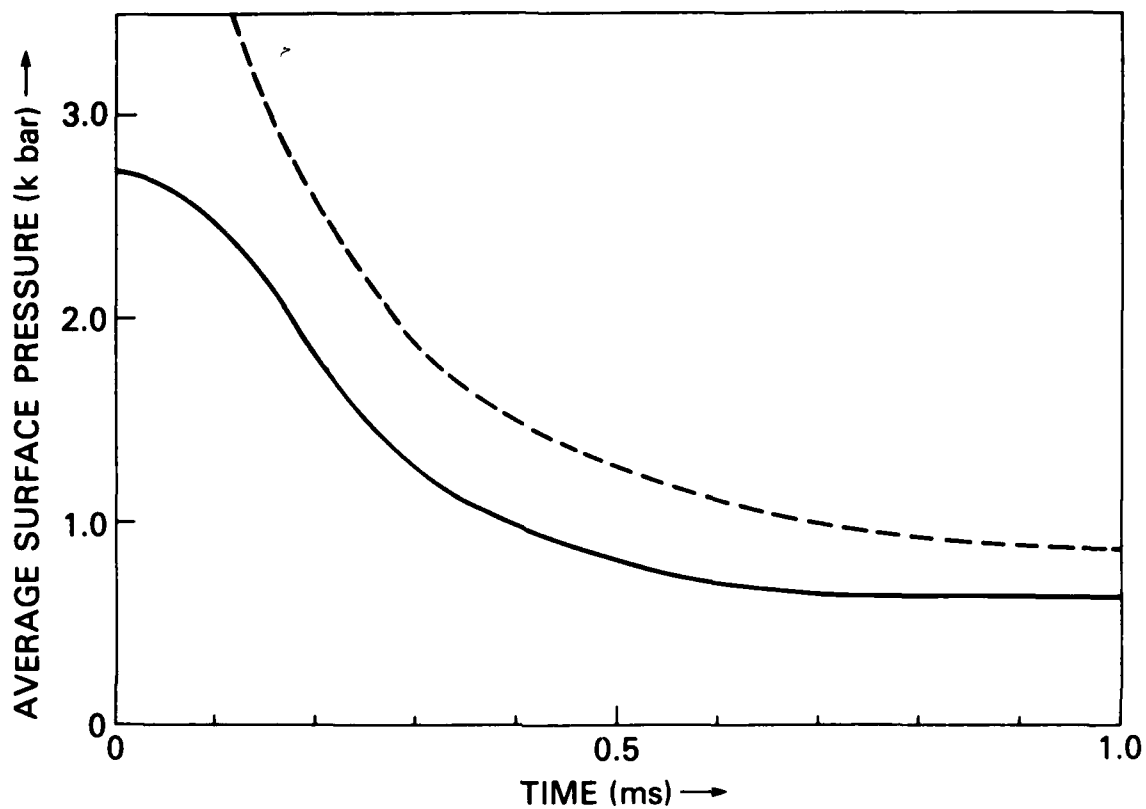


Fig. 7 — Average pressure on floor of mesh (solid curve) and pressure at origin calculated from Sedov one-dimensional self-similar solution with $\gamma = 1.2$ (broken curve) as functions of time

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